



Movie

edit pro 12

Manual

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Foreword

Thank you for purchasing MAGIX Video deluxe 2007! Now you can make impressive movies by bringing the power of a production studio into your home. MAGIX Video deluxe 2007 is a user-friendly desktop video editor that offers top-quality professional tools, amazing visual and sound effects, studio-style scene transitions and even DVD authoring and recording, to ensure that you produce simply stunning results.

The creative possibilities are endless:

- DVD Movie memories of vacations, parties, sports or special family events
- Video web pages
- CD or DVD movies and slideshows
- Email greetings or Streaming Movies
- Enhanced Presentations (MS PowerPoint®-compatible)
- Ad spots or TV trailers
- Music videos, karaoke shows, Animation
- Plus much more

Inside this package you will find a printed manual explaining the features and functions of MAGIX Video deluxe 2007, a complete video tutorial full of useful tips and tricks, and an electronic PDF manual for convenient reference.

This manual explains all functions and features in detail of MAGIX Video deluxe 2007.

To get started, we recommend taking a moment to play the video tutorial and read through the quick course on movie making included in the manual, and then browse the first few chapters of the manual to get a good overview of the powerful features included in MAGIX Video deluxe 2007. This information will get you started on your way to making your first movie masterpiece.

Have fun and enjoy creating and sharing your movies with MAGIX Video deluxe 2007, the Ultimate Desktop Video Editor.

The MAGIX Team

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Support

If you experience any problems with your software, please get in touch with our support team:

Support website: <http://support.magix.net>.

This website will lead you to the MAGIX user service page, which, among other things, contains the following free offers:

- FAQs (frequently asked questions) and general tricks and tips. In most cases you'll find the solution to your problem here. If not, use the Email support form:
- E-mail support form. Via the special form you inform our support staff about your system. This information is used to solve your problems quickly and competently. Simply fill out and send with a mouse-click!
- Support forum: You are not alone. Perhaps other users had a similar problem and can help you solve yours. Our support staff are also regular contributors.
- Download section: Updates, improvements and patches are likewise offered free of charge via download. Many problems you may experience are well-known to us, and which can be solved by downloading the latest patch. Besides patches, there are also wizards for checking and optimizing your system
- Links: In the links list you will find the contact addresses of all the most important hardware manufacturers.

You can also reach our support team by telephone:

UK:	0905 118 0888 (25p/min)
Denmark:	(open 10:00 - 17:00 Monday to Friday)
Finland:	077345695
Norway:	(open 10:00 - 17:00 Monday to Friday)
Sweden:	0942597819
	(open 10:00 - 17:00 Monday to Friday)
	021543223
	(open 10:00 - 17:00 Monday to Friday)
	0852507027
	(open 10:00 - 17:00 Monday to Friday)

Email: info@magix.net

Please have the following information at hand:

- Program version
- Configuration details (operating system, processor, memory, hard drive...)
- Soundcard configuration (type, driver)
- Information regarding other audio software installed

More about MAGIX

MAGIX online

Visit us at www.magix.com. Here you will find everything you need to know about MAGIX products and any current special offers that may be available.

- MAGIX D:Magazine with detailed tutorials.
- MAGIX Website Service
- MAGIX Online Video Service
- MAGIX Online Album
- MAGIX Online Print Service
- MAGIX Online Content Library
- MAGIX Community
- MAGIX Premium Club
- Support
- Current news & information

and much more. It's worth a visit...

MAGIX Premium Club

Our exclusive club for all MAGIX customers who own a registered product. MAGIX Premium Club members have access to a wide range of services:

- Free product updates and services
- Exclusive club events and surprises
- News and info about the club and much more...

Membership is free.

You can find more information about this topic on www.magix.com

Hint: You can register your product either directly from the program using the Help menu, or with your product registration number at www.magix.com. You can find your product registration number on your program CD. Earlier network card numbers with the example format XY-58241-45, are, of course, still valid.

Introduction

What is MAGIX Video deluxe 2007?

MAGIX Video deluxe 2007 is a production studio for the PC. Edit videos, movies, photos and audio from a wide range of sources. Divide long movies into different chapters and/or scenes automatically, or do the opposite by automatically incorporating short takes into a movie. A choice of edit screen views and professional, yet easy-to-use features make it a snap for anyone to transform raw video footage into impressive movies. The Storyboard edit mode represents all scenes in linear sequence on the storyboard. They can be arranged and re-ordered by dragging them with the mouse, or adding text, transitions, effects and a new soundtrack with a simple mouse click.

The scene overview enables simultaneous viewing of all scenes in multiple rows one under the other.

The timeline edit mode is recommended for more detailed editing. Files are displayed as objects on different tracks. Objects positioned on tracks stacked on top of each other are played simultaneously, while objects positioned next to each other are played chronologically. Import additional material such as video, photos, graphics, subtitles, narration, sounds, songs, *.rtf text files or a MIDI music file from the Media Pool by dragging and dropping it into a track or by double-clicking on the file. When you have completed your video, share it! Record it back to videotape or your camcorder for playback. Archive it on CD-ROM, burn it onto Video CD, Super Video CD or DVD and enjoy watching it on TV.

What's new in MAGIX Video deluxe 2007?

Videos with Dolby® Digital

Import, record, and edit videos with Dolby Digital® sound (AC3, stereo 2.0, surround 5.1) and burn onto disc in original sound format without time-consuming recompilation.

This function must be activated; activation is free. By extensive Surround audio editing in , a Dolby® Digital codec activation, subject

to charge, may be necessary.

Magnetic objects

Deco elements and text objects can effectively be used in a background video. You can make these objects automatically follow moving picture elements.

Useful new deco elements

Useful new deco elements for videos and slideshows: various markers, pointers, fun effects and much more in MAGIX Story Maker.

Burn to disc during analog recording

Dub your video collection in real time on DVD! TV card, camcorder, DVD player or VHS recordings can be burned on a DVD as they are being recorded.

Thematic start- and end-credits.

New thematic lead-ins and lead-outs for your videos: nice eye-catchers for start- and end-credits of your otherwise perfect movie. Discover these many-sided video animations right in the Media Pool.

Expanded creative options for your DVD menus.

MAGIX Video deluxe 2007 offers many thematic and universal templates with fitting intros, frames, and animations – of course, in the right size, too – standard 4:3 or widescreen 16:9. Also well suited for High Definition.

Present your video as a high resolution HD Show in MAGIX Online Album.

Present your videos in high resolution HD format in your own MAGIX Online Album – your guests will experience the full multi-mega-pixel resolution without any loss and with crystal-clear contours, saturated colors and a big depth of focus. Surprise your friends and family with your video messages, impress them with vacation footage.

Edit MAGIX Online Albums directly in program

With the Media Pool, you can work seamlessly with your media on the hard drive and in your personal MAGIX Online Album. You can edit the Online Album file directly in the MAGIX Video deluxe 2007 Media Pool and import videos, photos and music using drag-and-drop into your project, or upload them into your Online Album.

MAGIX Goya burnR – the new data burner module

With MAGIX Goya burnR, MAGIX Video deluxe 2007 includes a new data burner module for your project backups and CD and DVD

copies. With this additional module you can burn all your data – even if you are not working in MAGIX Video deluxe 2007 at the time.

iStory

Putting together professional videos is now easier than ever – in MAGIX Online Content Library you will find various videos (iStories) with all kinds of themes to download. These already have a complete story with pictures, music, and voiceovers. At certain points, however, the video has placeholders where you can insert your own pictures and video clips. This is easily accomplished by drag-and-dropping your media into place. This way you can make a seasoned Hollywood production without much effort.

Also new in the PLUS version:

- Import from/export to HDV camcorders
- Burn HD discs incl. 5.1 surround sound (WMV)
- High-quality audio mastering suite for professional sound on soundtrack
- VirtualDub plugin interface for removing external video effects or TV channel logos
- Burn songs with photos, videos, info (ID3 tags) and visual animations as music DVDs
- 3D design for perspective picture-in-picture alignment, 3D outros, and more
- Burn multidiscs: Video DVD + high-resolution HD discs + project backup on one disc
- MAGIX Photo Clinic

Create High Definition Video clips

With your conventional DVD burner you can now burn HD DVD format videos on regular DVD blanks. Sit back and view your videos in full HD resolution – including first-class HD DVD menus!

Custom multi-channel Surround 5.1 sound

Create custom multi-channel Surround 5.1 sound for your videos. With Dolby Digital® audio (AC-3 5.1 Surround) you can burn your videos for every DVD player (requires a Dolby Digital® codec activation liable to charges).

More new extras in the PLUS version:

- Freely definable motion paths for dynamic camera movements and zooms
- Your own 3D animations for videos, deco elements, photos, texts (dynamic rotation, reshaping, etc.)
- MAGIX Photo Clinic for custom DVD menus, detailed image editing,

and much more.

Features

Import and export

Video files: Video files in the video formats for Windows and DV-AVI type 1/2 (*.avi), MPEG 1 and 2 (*.mpg, *.mp2, *.MPEG), Quicktime (*.mov), MAGIX Video (*.mxv), Windows Media, VOB streams from DVD (when unencrypted).

Audio files: The following formats are supported for soundtracks: Wave, MP3, WMA, OGG Vorbis, MIDI files and audio CD tracks.

Graphic files (for slide shows or simply as a still image behind a scrolling title): Windows bitmaps (BMP), JPEG, GIF, ZSoft Paintbrush (PCX), PNG, Portable Pixmap (PPM), Portable Greymap (PGM), Adobe Photoshop (PSD), Sun Rasterfile, Targa (TGA), Tagged Image File Format (TIFF), Photo CD (PCD).

Text files in RTF format: you can type texts, for example end credits, in any word processing program, and export in the universal text format (.rtf). Loading such a text into MAGIX Video deluxe 2007 creates a title object.

Notes

AVI video files in DivX™ format can only be imported with the corresponding codec! The DivX codec can be downloaded from www.divx.com.

The Quicktime library has to be installed to import Quicktime files (*.mov) (<http://www.apple.com/quicktime/download/>).

Additional export formats: in addition to the above-mentioned audio and video formats, the following formats can also be exported: Real Media™, Snapshot function (export any film motif as a bitmap or JPEG file).

You can find more information about this topic in the Media Pool chapter.

Possible Applications

From MAGIX Video deluxe 2007, all movies and videos can be

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directly...

- burned onto CD or DVD in different disc formats,
- played back onto a video recorder or a digicam,
- integrated into a presentation program (such as MS PowerPoint),
- published on your own website via web upload,
- sent to friends via e-mail,
- exported in different file formats via high-quality compression.

Capturing

MAGIX Video deluxe 2007 supports most analog and digital source devices such as digital video recorders, VCRs, digicams, TV cards, graphics cards or USB-connected cameras.

- Analog capture requires capture cards compatible with DirectShow. DV capture may be performed through an OHCI-compatible IEEE 1394 host adapter (Firewire or iLink) and Microsoft DirectX8a-compatible driver.
- MAGIX Video deluxe 2007 also supports remote control of most digital camcorders.
- A TV tuner card or graphics card with video input and compatible Windows Direct Media drivers is required to record TV programs and use your PC as a personal VCR. For convenience, there is a programmable timer with this feature so you can record programs at any time.

MAGIX Video deluxe 2007 has overcome the Windows 4 GB file limitation. Now you may record video as long as there is available space on your hard drive. Using realtime compression during capture creates smaller file sizes and more available space.

Media library

A comprehensive, license-free media library including music, video and graphics files is available for free use. All files are well-arranged on your DVD. This gives you all you need to find suitable sounds for your images. Or you can use the sounds and make a video clip. Or why not simply use audio and video from the MAGIX Video deluxe 2007 Media Library simultaneously.

Effects

Any video or bitmap object can be modified individually with a variety of individual or combined effects. If they are frequently used, save the combinations separately as presets for use later on different objects. Effect curves may be drawn to dynamically control the impact of the effect and vary its intensity. Determine the specific configuration and application of these effects by using the video controller or by

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selecting an effect from the effects menu and dragging it onto the object. The effects mixer ("Slide FX") combines or interweaves an assortment of recordings to create a complex visual arrangement. To execute this effect, simply drag the 'Slide FX' to the space between two videos. Each video effect may be previewed to see the final result.

MAGIX Media Database

The MAGIX Media Database is an application independent database that manages music, photos and movies created with MAGIX software. For instance, if you are looking for an MP3 song you converted with MAGIX MP3 Maker, you can use the MAGIX Media Database to import the song directly into MAGIX Video deluxe 2007. You can access the MAGIX Media Database via the MAGIX Video deluxe 2007 Media Pool.

Credits, Subtitles and Texts

Import .rtf text files to create subtitles for your videos, or use the integrated title generator. The title generator allows you to write and design your own titles and title templates that can then be positioned anywhere "in" the video. The title templates provided are in the special "Title" directory and have preview & drag & drop functionality.

MAGIX MovieShow Maker

With just one click your footage is professionally optimized and enhanced with suitable music, authentic noises, smart transitions, text templates that can be edited, animations, effects and video clips. Scenes are recognized automatically and spliced precisely in sync with the background music. The MovieShow Maker can also apply several styles to a video if you wish.

MAGIX Story Maker

In just a few clicks you can optimize picture quality and add transitions, camera movements, zooms and much more to individual scenes.

MAGIX Soundtrack Maker

If you need a soundtrack: MAGIX Soundtrack Maker offers a massive selection of suitable sounds for background music in different variants: from "funky" to "easy listening" - simply add music to your movie project. The result: real movie background music with changing moods, perfectly matching your images.

Re-edit mode

Archive your movie project, together with the corresponding project data, and store it on VCD, SVCD or DVD. With this feature your www.magix.com

project and the source files are always available for editing.

Task Assistant + Video tool tips

In the "Tasks" menu option are all the important functions as well as tips & tricks for your movies. With the applicable tool tip you receive valuable information. Just a simple click immediately opens the desired function or an assistance video for the task.

MAGIX Online Services

Discover the possibilities of MAGIX Online Services for your photos, videos or music. MAGIX Online Services can be accessed directly from your MAGIX product.

DVD Menus with 3D Fonts

Design your DVD menus with 3D fonts (comprised of flowers, sand dollars, clouds, sand, etc.). Write with flowers if your video takes place on a meadow, or with clouds if you've flown somewhere. Use your imagination! You can set the font size and where the text is placed on the screen.

Animated videos with background music

Integrate videos into DVD menus. The videos play back in infinite loops while the menu is displayed on your TV screen. Background sounds or images in various formats can also be integrated into the menu.

Customize backgrounds yourself

If you want an individual DVD menu background you can use the included image editing application MAGIX Photo Clinic. At the touch of a button, your photo or template is transferred to MAGIX Photo Clinic and transformed into a DVD menu image.

16:9 support

Enjoy the ultimate panorama. 16:9 support for wide-angle photos and presentation on widescreen TV sets.

Direct TWAIN connection

MAGIX Video deluxe 2007 supports import from scanners and digital cameras using the TWAIN interface. MAGIX Video deluxe 2007 accesses the scanner or camera then imports the image into the program.

Image-with-Sound support

Some digital cameras feature an audio recording function that attaches a WAV file to the image file upon capture. MAGIX Video deluxe 2007 imports both the image file and the audio file separately

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to enable easy editing. The sound file will appear as a small WAV display below the image preview in the storyboard mode.

MAGIX CD-R

This utility allows you to make backups of your projects and archive all of the files used in the project by burning them onto a CD-ROM. You can also launch "mxcdr.exe" as a standalone CD-burning software suite for any data backup tasks (you will find the program file in the "mxcdr" subdirectory in your applications directory).

Time-saving VHS copying technique

Use your PC video card to quickly transfer old VHS tapes into high quality MPEG 2 format. After the transfer is completed, the movie can then be automatically burned onto a DVD, (S)VCD or miniDVD with an interactive menu.

Dolby® Digital multi-channel conversion

Burn imported movies onto disc with Dolby® Digital sound. All you need is a compatible AC-3 decoder to automatically convert the multi-channel sound into a conventional stereo signal. This type of decoder is normally pre-installed on PC software DVD players and is also available as freeware on the Internet (AC3 filter, for example).

Direct X <-> VST Converter

Makes it possible to convert external VST audio effects for use in your movie. Take advantage of the multitude of audio effects to add even more pizzazz to your videos.

Extra in the PLUS version

"High Definition"

The PLUS version offers continuous processing for high-definition quality: You can import high-resolution material directly from the HD camcorder, edit it in high quality, export it again in high resolution, burn a high resolution WMVHD disc or present it online (in high resolution of course).

Transition Export

You can use the transition export to create individual transition effects from your favorite scene.

Additional disc formats

The PLUS version allows you to burn three additional disc formats:

WMVHD (Windows Media High Definition Disc): The WMVHD
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(Windows Media High Definition Disc) is a disc type for optimum movie playback on your PC. The movies are converted into a high-resolution format into the Windows Media 9 format and a menu is added, like with DVDs. The minimum requirement for playback is Windows Media Player 9 (or higher). The slideshows are encoded, by default, in HDTV resolution (1280 x 720, also known as "720p").

JPEG disc (for slideshow playback on a TV set): On JPEG discs each photo of the disc project is exported separately onto a CD or DVD. If a project contains several slideshows, a subfolder will be created for each one and the respective images placed into each one. On a JPEG disc there are no menus, sounds, animated effects or transitions, it does, however, offer the best possible quality available for TV playback.

Slideshow disc (for slideshow playback on a PC): Original photos are also stored on the Slideshow disc - ideal for creating a backup of valuable recordings. During playback on your PC, the highest possible picture quality is made possible. All slideshow image and audio files will be burned onto CD or DVD, together with any effect settings and the MAGIX Media Manager CDR playback program.

Multi discs: Conventional video DVD, high-resolution HD discs and complete backup projects are burned onto the disc.

MAGIX Photo Clinic for detailed image editing

With the new MAGIX Photo Clinic you have a powerful image editing software package at your fingertips for all purposes. The new integrated Task Assistant explains frequently used tasks in an easy-to-understand manner. For instance, it explains how to correct image errors or how to create panorama images step-by-step. Now even more intuitive due to an entirely new look of the program interface and improved user navigation. The new, well-organized Effects Browser now makes editing photos even easier.

Synthesizer

The Ambient Synth is an extensive tool with which you can easily produce realistic natural noises - from rain and thunderstorms to animal sounds and traffic noise. The Drum&Bass machine encompasses phat bass lines and powerful beats in one device, allowing you to create great modern mood music, even if you don't have previous experience.

MAGIX Print Studio

MAGIX Print Studio is a printing suite for CD, DVD and VHS label

printing. You can perfectly print stickers, covers, inlays and booklets.

DV logging

The PLUS version also features DV logging. You no longer need to save large DV AVI and audio files as MAGIX Video deluxe 2007 PLUS saves the position of this material on the DV tape and imports missing files automatically when reloading the DV tape.

More extras in the PLUS version:

- TV ad killer (removes TV commercial blocks automatically)
- 32 stereo tracks for more flexible arranging
- Professional reference track (according to TV and movie standard)
- BPM recognition for music videos with precise rhythmic editing
- Import/export of bitmap and TIF series (e.g. from 3D applications).
- Legal backup copies of protected video DVDs by recording over analog with your DVD player.
- Interactive TV showtime DVDs: switch back and forth between the automatic slideshow and stationary pictures whenever you want using your DVD player's remote control.

Workshop

This chapter explains the basic functions of MAGIX Video deluxe 2007 with a step-by-step introduction. A systematic description of all program functions in MAGIX Video deluxe 2007 can be found in the appropriate chapters of the PDF manual.

Starting the program and orientation

Once you have installed MAGIX Video deluxe 2007, start the program from the Windows start menu.

Starting the program and creating a new video

If you would like to start MAGIX Video deluxe 2007 or create a new video, a dialog will open:



Here you can decide if you want to "Load an existing video" for further editing and burning onto a disc, or if you want to "Create a new video".

Under "Options" MAGIX Video deluxe 2007 offers to "Create new video file". In this file all data that belongs to the video project will be

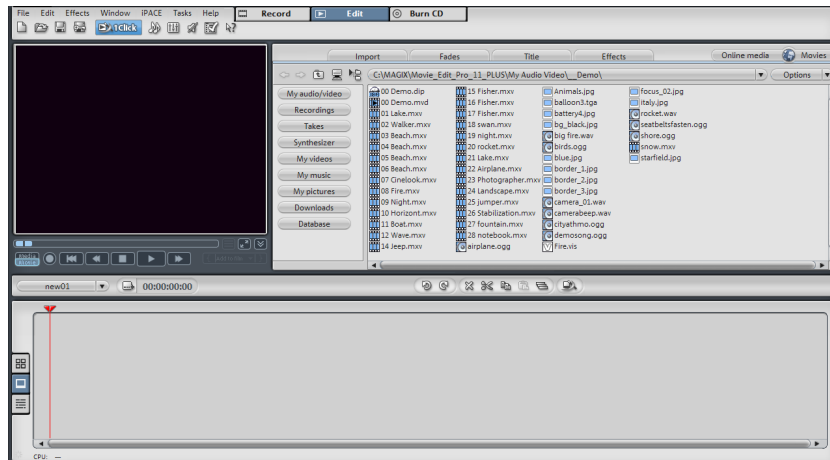
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saved and can be easily retrieved.

Play

MAGIX Video deluxe 2007 has multiple demo movies to demonstrate the most important functions. To begin, simply load one of these demos and watch and listen.

After starting the program, switch to the "Edit" view by clicking on the "Edit" button at the top.



Then, in the Media Pool, double-click on the folder "My Projects" to the top right and then on the subfolder "Demo project".

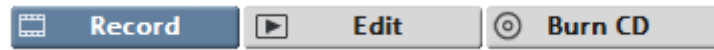
Then load one of the MVD project files listed (for example, "demobeginner.MVD") with a double-click.

To play the demo, click on the play button on the transport control below the video monitor. An even easier way to do this is by pressing the space bar on your keyboard. During playback, a horizontal line will move across the Arranger: This is the play cursor that displays the current playback position.

Please take note of the red area markers at the top of the timeline. These indicate the start and end points of the playback areas. When the end marker has been reached, the playback cursor jumps back to the beginning and begins playing everything again ("Loop" or "Endless loop"). If you want to move the playback area, the area markers can be moved using the mouse: left mouse-click in the timeline moves the start marker, a right mouse-click moves the end

marker.

3 interfaces



MAGIX Video deluxe 2007 provides three interfaces for the three most important tasks: "Record", which records or loads new films on your hard disk, "Edit", for editing movies, and "Burn", for burning your movies to disc.

3 modes

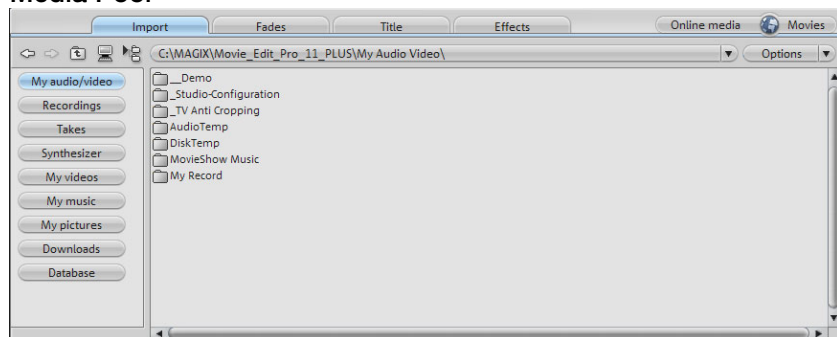
The Storyboard mode is the default view of the "Edit" interface. This view is the most manageable and has the easiest handling. The alternative "Timeline mode" should be used for advanced editing and scene arranging. With the help of the Tab key, you can switch between the three view modes: "Timeline mode", "Storyboard mode" and "Scene overview".

All scenes from your movie are listed in the Storyboard mode. Every scene is displayed with a preview picture in the storyboard.

The scene overview provides a scalable overview of the scenes.

In the Timeline mode your movies are displayed as "Objects" in the "Timeline". This means: The longer the object, the longer the corresponding movie.

Media Pool



The tabs over the Media Pool open lots of special folders containing templates, effects and transitions. Open, for example, the "Trans. FX" tab and then the "Video FX" and "Audio FX" folders, as well as the "Title" and "Borders" folders one after the other and click once on the entries. Every entry and their explanations can be previewed in the

video monitor.

Effects/Context menus

Right-clicking on an object opens the context menu with the effects available for that specific object in the Timeline mode. You can also access the same selection via the effects menu in the Storyboard mode.

Tip: See what happens when you right-click on other areas of the MAGIX Video deluxe 2007 monitor. Context menus open for many areas providing various options for each area.

If you want to start your own movie project immediately, select the "New movie" option from the file menu and read the next chapters on analog/digital video recording. If you wish to continue working with the demo project, simply skip the following recording tutorials and begin reading the "Video editing" chapter.

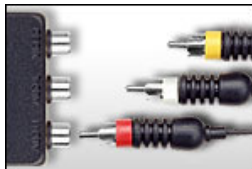
How to capture analog video

1. Wiring

Connect the video out of your DVD or VHS recorder to the video in (TV-, video- or videoIn- graphics card) of your computer, and the audio out to the line in of your sound card.

Due to the variety of device configurations, it is difficult to say which cable function best with your setup. If you're not sure, check the manual of your VCR or your TV-, video- or graphics cards.

Example: Many VCRs and DVD players have a Scart, 3 RCA (2 for stereo sound, 1 for video), or S-Video and optical audio outs. In such case you will need a Scart to RCA adapter, a cable with 3 RCA jacks, or an S-Video cable.



Scart/Cinch adapter

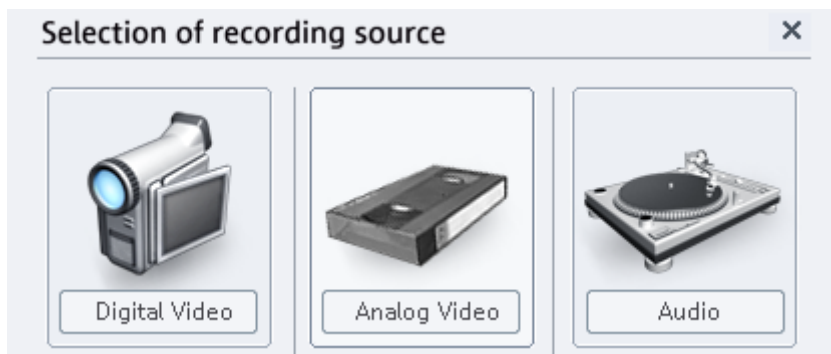
**Scart/Cinch adapter
with 3 RCA jacks**

**Stereo RCA/mini
phone jack adapter**

Most sound card ins are mini phone jacks. To connect the VCR audio out to the sound card audio in you will need a stereo RCA/ mini phone plug adapter.

Thus you will most likely have to buy a cable with 3 RCA plugs and a stereo cinch/mini jack adapter from your local supplier.

2. Program start and recording



- Start MAGIX Video deluxe 2007. After the program has loaded you will arrive at the "Record screen".
- Click on "Record" and select "Analog video".
- In the Video Record dialog select the correct driver for your graphics and audio cards (if you have more than one installed on your PC). A video preview window will appear immediately.
- Assign a name so that you can find your movies on the disc again later.
- Now start the video recording by clicking the "Record" button and stop it by clicking "Stop". Watch out for the "Drop frame" display. If more than 10 drop frames per min. should occur you should reduce the video quality slightly; your PC may be overloaded.
- Close the video record dialog by clicking OK. Your recorded movie will be visible in the lower part of the screen.
- To check your recording, start playback with the space bar.

3. Burn CD/DVD

- Switch to the "burn" interface. To do so, right-click on "Burn".
- In the center you will see a preview of the selection menu, which will open when you put a self-made CD or DVD into the player. The name of the video project will appear here.
- Place a blank disc in your burner and click on the "Burn disc" button.

Select the type of disc which you would like to burn.

- Press the red button to start the burning process.

Tip: Under the option "Edit after recording" you can recognize all scenes during capture, and be able to remove annoying commercial blocks. Furthermore, with the option "Burn disc project directly after recording" you can start the disc burn manager automatically.

DV recording

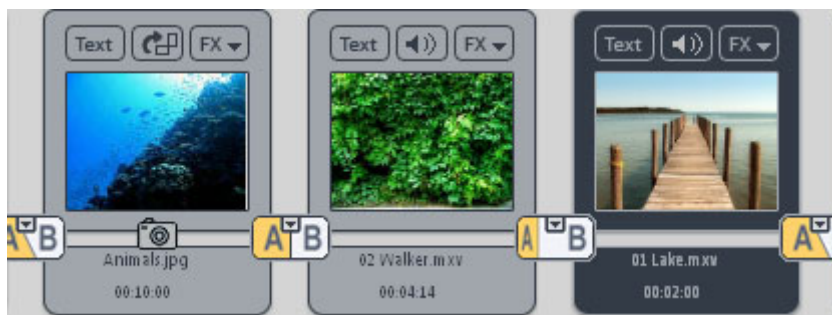
In relation to hardware, you will require a DV camcorder as well as a DV interface (also known as FireWire or iLink) on your PC. Furthermore, Microsoft "DirectX8a" or higher must be installed on your computer.

- Connect the switched-off camcorder to your PC using the PC's FireWire card. Switch your camcorder's operating mode to "Video recorder" or "Playback".
- Open the "Record" interface and select "Record". In the resulting dialog "Select recording source", choose "Digital Video (DV)".
- Check if your DV camera driver is selected.
- Name the recording. It's worth choosing a logical name which will allow you to find it easily again later when you want to burn it to CD or DVD.
- Use the "Remote control" buttons to find the right place on your camcorder. Rewind, fast-forward and start playback to make sure everything works properly.
- Begin the recording by pressing the "Record" button. Keep an eye on the remaining hard disk space. DV recordings require ca. 220 MB per minute of video.
- End the recording process with "Stop" and exit the recording dialog.
- Your video recording is now displayed below in the movie bar. Check that everything works as it should by pressing the space bar to preview your recording.

Video editing

To edit your recordings, switch to the "Edit" interface.

... in Storyboard mode



Set volume: The master volume of the track can be set via the loudspeaker button on the filmboxes in Storyboard mode.

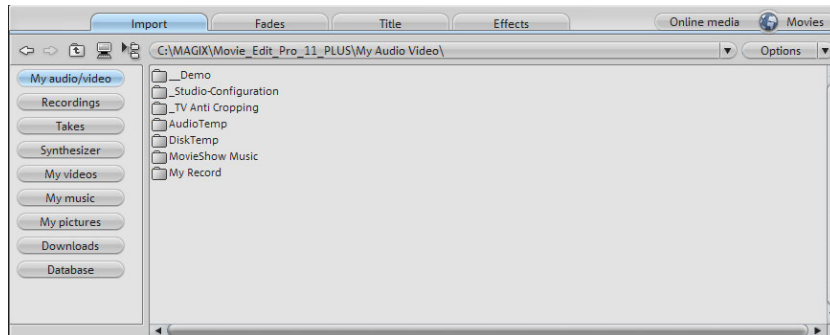
Enhance picture and sound quality: Click on the "Effects" button in the filmbox and select the "Optimize video" option for the picture track. In the Editor you can adjust the "Color", "Brightness" and "Contrast" settings with the faders. The hissing on the track can be minimized by selecting the "Audio cleaning" option.

Add title and text: Titles (for example, subtitles, opening/closing credits) can be added to every movie. To do this, select the "Text" option, add your text to the Editor, and select an "Effect", "Movement" (for example, "From top to bottom"), or "Design" from the "Templates" menu.

Transitions/Fades: You can also set up the transitions from one scene to the next. To do so, click on the large button between the scenes and select a transition (or "Fade").

Rotate photos (only with photo files): When a photo is lying horizontally or upside down, click the rotate button. This way, you can rotate the photo 90 degrees. You check to see what effect this has in the video monitor.

Media Pool: The Media Pool can be found to the top right of the monitor.

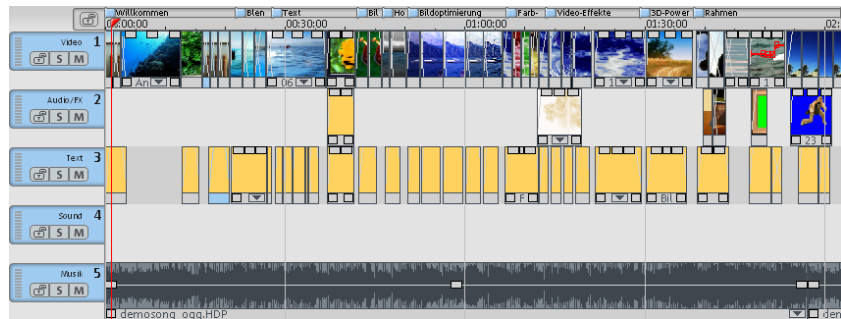


You can access all drives and folders of your computer with this and load multimedia files in various formats with a double-click or by drag & drop.

Cut: Longer videos can be edited into individual scenes in various ways. Here, scene markers (playback instructions) are set.

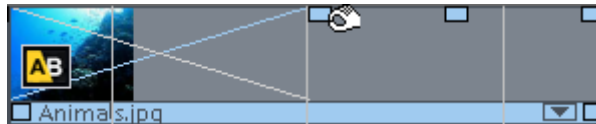
1. The easiest way to do this is automatically. Select the "Scene recognition" option in the Effects menu. This editor then analyzes the material looking for noticeable movements or color changes and, based on the sensitivity setting, splits up your scenes.
2. You can cut every video by placing the start marker at the beginning or the end of the scene and pressing the cut button each time. This way, free-standing objects are created.
3. You can also edit a longer video directly from the Media Pool, for example, if you don't want to load it completely, but rather require a specific scene. To do so, select a video file from the Media Pool and navigate using the transport control. With the "Tools" button, you can insert start and end markers wherever you want and copy the edited scene into the "Takes" folder. This folder is a special folder for scene management with which you can create complex storyboards: First, the individual scenes are edited and in the second step the scenes are arranged and removed from the "Takes" folder and placed into the storyboard using drag & drop.

... in Timeline mode



All advanced editing functions should be undertaken in Timeline mode. Your movies and scenes are shown here: The longer the object in the track, the longer the corresponding movie. The easiest way to access this mode is via the Tab key.

Handles: All objects can be shortened by moving the mouse to one of the lower corners of the object until it turns into a stretch button. You can now stretch the object as much as you like. At the top corners of every object you'll find two fade handles that can be adjusted to fade an object in or out.



The handle at the top center can be used to adjust the volume of audio objects and the brightness of video objects.

Selection: For advanced effect editing, the objects must first be selected.

Each object can be selected with a simple mouse-click. The three object handles at the top of a selected object change color to show what selections are possible. Multiple objects can be selected when the Shift key is pressed. You can also click and drag out a rectangle to select multiple objects. ("Rubber band selection").

Video mix: You can group videos according to foreground and background, and mix them up in various ways. Foreground and background videos vary in relation to the motifs: Backgrounds are usually landscapes or animations, whereas foregrounds are usually people or objects that are captured in front of single-color surfaces. If

you have, for example, a recording of a dancer as the foreground in front of a blue area, and a lake as a background, then drag the background lake to a track and the foreground dancer to the track beneath it and arrange it so that one is directly beneath the other. Now open the Video FX folder, select the "Blue screen" effect and drag it into the foreground video. Now when you play the video, the dancer is dancing on the lake!

Reprocess videos

Export video as file

When exporting files your entire movie is put into one file and placed into a folder of your choice on your hard drive. The export file is copied directly into the Windows® clipboard. So, in order to, for instance, load a MAGIX Video deluxe 2007 arrangement as a video file into PowerPoint®, first export the arrangement as an AVI file. Next, open PowerPoint® and copy the AVI file using the "Paste" option (Ctrl+V) directly to your PowerPoint slide. If you'd like to create videos for the Internet or send them per email, you should compress your file when exporting, for instance, as a Quicktime or RealVideo file.

Video playback via TV output

With the video or graphics cards with TV outputs you can transfer videos directly to external analog video recorders. To do this, the arrangement must be played in full-screen mode and recorded by an external device. Make sure that the TV output in the Windows Control Panel (in "Display") is active.

Warning: With many graphic cards the TV output can only be activated when a television or video recorder is connected **before** turning on the computer!

For the best video monitor quality via TV output, select the Overlay mode. (program settings display, presets, keyboard shortcut: Shift+Alt+V).

You can play the video directly from the arrangement. To do this you don't need the "Output video/audio" dialog. Errors may be commonplace here if the processor is overloaded by real-time calculations of video effects and transitions.

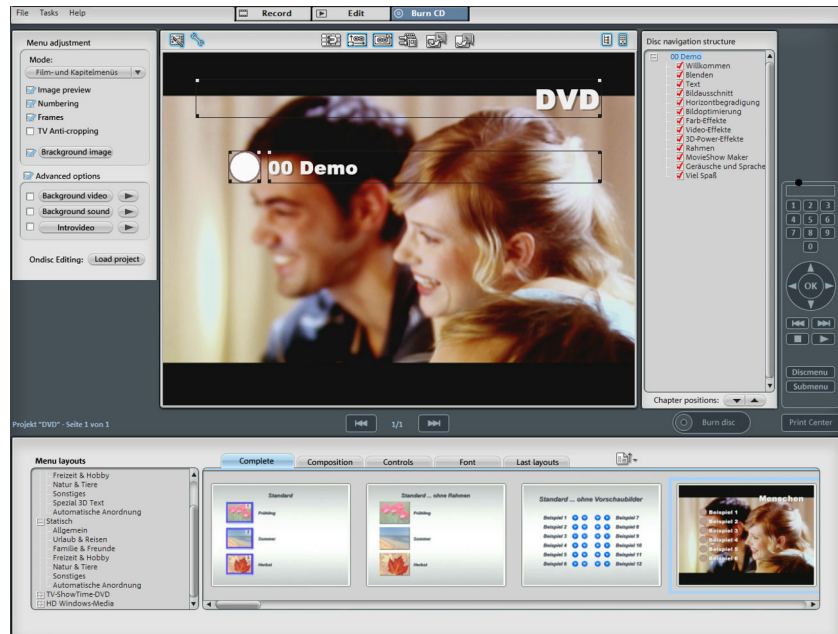
If direct playback doesn't work without errors, open the menu item "Output video" and select "VCR > Render and output in fullscreen".

All tracks and effects are then combined as one into a file and then played.

If you would like to play a finished movie several times, export it as an AVI file and re-load it into a new movie! Direct playing without the need for constant rendering should follow!

Burn CD/DVD

To do so, switch to the "Burn" interface.



With multiple movies that are subdivided into individual scenes (chapters), the selection menu becomes even more important. This is because you require manageable navigation to be able to jump between each movie and each scene.

At the center of the "Burn" interface you'll see a preview of the selection menu. All movies appear in the uppermost entries, all scenes appear as sub-entries.

Use the "Navigation window" button to access the structure of the selection menu. You can delete unnecessary scenes by clicking on the corresponding box. The entry will be removed from the menu, but the scene will not be removed from the movie.

In the monitor at the bottom, a whole array of preset menu layouts

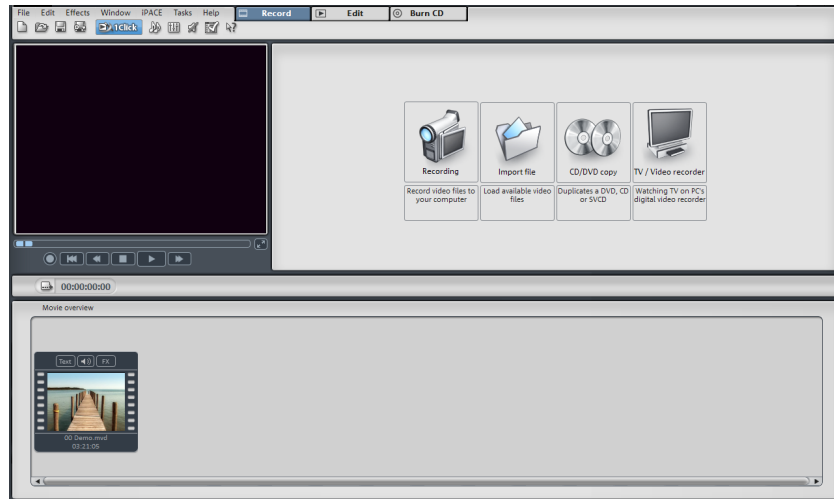
are available. Use the scroll bar to view each template.

You can open the Menu Editor mode by clicking the "Spanner" button. This button displays three input fields that can be moved around manually when holding down the mouse button. Double-clicking opens dialogs in which the settings and texts can be changed and entered respectively.

Alongside these input fields four further buttons also appear: Use the magnet button to precisely align the input fields, with the copy button you can apply the menu settings to every menu found in your compilation. Use the last two buttons to open MAGIX Photo Clinic for editing your background pictures or menu elements.

After clicking on "Burn disc", the Burn Assistant will open where you can select various disc types.

The "Record" interface



Functionality

The recording interface opens after starting the program. You can immediately start with analog or digital recording ("Record video") or open a video file from the hard disk ("Import file").

The movies are loaded in the lower third of the monitor. When you open a disc project, a new empty "Filmbox" is already visible. Your first movie is loaded into this filmbox. You can recognize it with the help of the preview window.

When you load multiple movies one after the other into the disc project, you can decide which movie if it should be sorted into a new filmbox, or into an already existing filmbox as a scene. This is because each of your movie recordings and each imported video file can be used as a "Film" and as a "Scene".

The choice you make here is of importance for the later design of the selection menu in the "Burn" interface:

movies are entered into the first level of the menu hierarchy; and scenes are entered into the second level behind it.

Each movie that you load appears with its own filmbox in the lower third of the monitor. When you load a movie as a "Scene" it will be

automatically sorted into one of the existing filmboxes. In this case, you will see the newly loaded scenes only when you switch to the "Edit" interface.

Filmboxes

When recording and importing, the movies are placed into filmboxes that have preview pictures.



All filmboxes of the current disc project are shown in the lower third of the "Recording" interface.

Every filmbox has three buttons:

Text: Pressing the text button opens the Title Editor. It allows you to enter captions such as subtitles and credits. They can be displayed in all kinds of fonts and colors. You can have your credits scroll down the screen just like in the movies! Many other text movements are also available, as well as effects and designs.

Volume button: The audio track can be adjusted with a click or totally muted.

Effects: You can select audio and text editing effects in the Effects menu.

Read more on this topic in the "Effects" chapter!

Create new filmbox/Add movies to existing filmboxes

When you open a new disc project, a new empty filmbox will already exist into which the first movie is then loaded.

When you load multiple movies one after the other into your disc
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project, you can decide each time if a new filmbox should be created or if the new movie should be sorted into an existing filmbox.

When you load the new movie as a "Scene", you will no longer be able to see the "Record" interface in the lower third: The scene is simply added to the others in the selected filmbox. You will first see the individual scenes when you switch to the "Edit" interface in order to edit the movie.

When you create a new movie as an independent "Film", a new filmbox containing the movie you just loaded will appear beside the existing movie boxes.

This way you can load a whole array of individual movies or scenes one after the other and decide each time into which filmbox you wish to sort the new scene or if a new filmbox should be created.

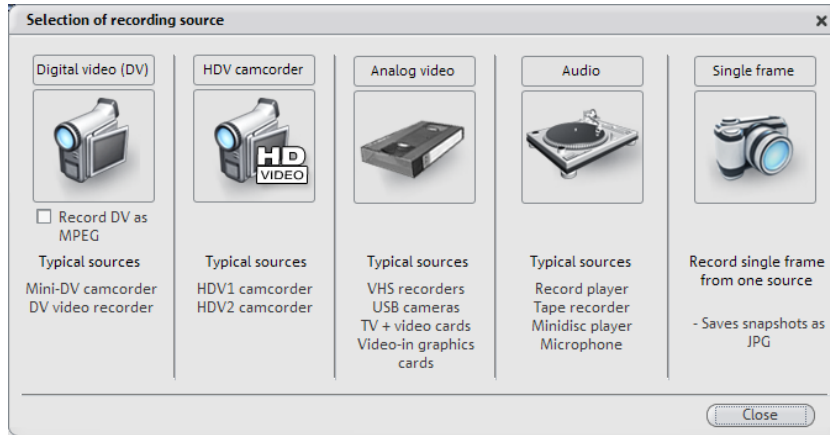
Recording

To start recording, click on the "Record" button.



The following selections are possible:

Digital Video DV (for Mini DV camcorder, DV video recorder, etc.), HDV Camcorder, Analog Video (for VCR, USB cameras, TV + video cards, graphics cards with video input, etc.), Audio (please also refer to the "Audio" chapter) as well as "Still image" for snapshots from a single video source.



Digital video capturing (DV capturing)

DV devices

MAGIX Video deluxe 2007 supports continuous editing of DV (digital video) files. You will require a DV camcorder or DV recorder with an IEEE 1394 interface (also known as Firewire or iLink) as well as an OHCI conforming IEEE 1394 host adapter for your PC.

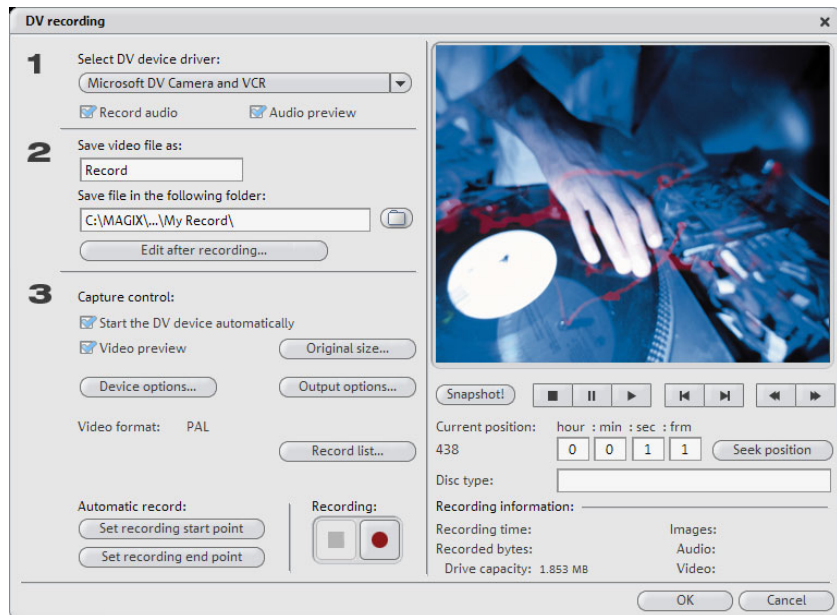
To record digitally, the digital output of the Mini-DV camcorder or DV video recorder must be connected to the DV interface of the PC, yet switched off. You must also have Microsoft's "DirectX8.a" (or higher) installed. Now switch your camcorder to "video recorder" or "playback" (according to your particular device) and open the DV capturing dialog.

Capturing from DV recorders or cameras

- Connect the (turned off) camcorder to the PC's Firewire card.
- Switch the camcorder to the "Video recorder" or "Playback" operating mode.
- Click on the Record button at the bottom of the video screen and select "DV Capturing".
- Click on "Record Video" and select "DV Capturing".
- Check to see if a DV camera driver has been selected.
- Name the capturing appropriately so as to be able to find it later.

- Using the remote control buttons, you can locate to the appropriate place on the camcorder tape: For optimal control, you can shuttle forward, backwards and start/stop playback.
- Start capturing by pressing the "Record" button. Keep an eye on the available hard-drive space. DV capture requires approx. 220 MB per minute of video!
- Cease capturing with the "Stop" button and exit the capturing dialog.
- For a playback, simply press the space bar.

"DV capturing" dialog



Select DV device driver: The device driver for your DV device should be listed here. If "Capture audio" is deactivated, the video will be recorded without sound. "Audio preview" activates the audio output of the recording.

Save movie file as/Save in folder: Here you can enter the title of the movie you want to record. You can also select the directory where you want to save you video file. The default record directory is set by default, which you can change in the Folder settings in menu item "File" > "Program settings" > "Folders".

Edit after recording: Here you can access the automatic editing options.

Start device automatically: Use this option to start the playback device (DV camera or recorder) simultaneously when the recording button is pressed. This does not function with all digital cards/video devices.

Movie preview: On the preview monitor you can see a preview of your movie.

Original size: The preview can be viewed in original size, in fullscreen if applicable. To switch back to the dialog, press the Esc key.

Automatic recording: Here you can set up start and end markers for recording. You can therefore find all the recordings that are to be used in the video and compile them into a list of scheduled recordings. These will then be processed, i.e. automatically recorded, one after the other once the recording starts (red button). Therefore you don't have to record every scene individually. Just specify the recording times and your computer takes care of the rest.

Recording list: Use this button to view the available list of already recorded videos and scheduled recordings. All entries from the list can be selected and deleted.

Record: Starts the capturing process. If the list contains scheduled recordings, they will be processed one by one ("Batch capturing").

Stop: stops the recording process.

Snapshot!: With the Snapshot button you create a frozen image directly from the preview monitor. The images are saved in the record directory as graphics files in the set resolution.

Remote control: Digital camcorders can be controlled remotely. This means the remote control controls playback of the digicam. This does not function with all digital cards/video devices. If your hardware does not support the remote control function, the buttons will not be usable.

Tape name: Enter a name for your tape here. MAGIX Video deluxe 2007 requires this name for the DV logging feature.

Recording statistics: Displays various information on your recordings.

Note: Please make sure that there is enough free space on your hard

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disk. DV recordings require ca. 220 MB per minute of video.

DV Logging

DV logging means that MAGIX Video deluxe 2007 also saves the initial locations within the DV video and audio files.

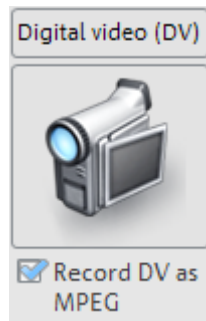
DV logging is also possible. This occurs without compromising the safety of the (possibly very large) DV AVI and audio files, because MAGIX Video deluxe 2007 stores this material on the DV tape and automatically re-reads the missing files once the project is renewed.

You therefore don't have to save large DV AVI and audio files. If you want to edit your movie again at a later time, simply delete the large DV AVI file and audio files.

The DV log is based on the capture list in the DV Capture dialog. All captures registered here have been logged. Captures where the corresponding video material is missing on the hard drive are displayed as "scheduled captures". A click on the record button will then load all video files back onto the hard drive.

DV as MPEG

This recording selection dialog option allows you to transfer DV recordings directly into the space-saving MPEG format on the hard disk.



The "Enhance" button presents the MPEG encoder settings options.

You can also burn your DV material directly to disc without taking any intermediate steps.

Video capture from analog sources

Capturing from video recorders or camcorders

Camcorders with USB ports are connected to the computer by a USB interface. Video recorders or other devices are connected to the video input of the video card, TV card or graphic card. If your card also possesses audio ports, these should be used for capturing and

playing back sound so that the image and sound do not diverge during a lengthy video.

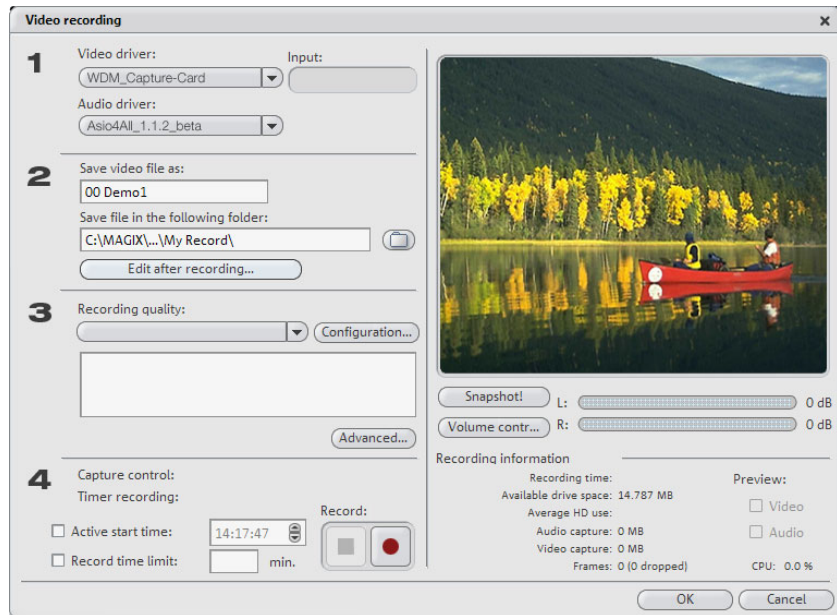
To record from analog sources:

- Start MAGIX Video deluxe 2007.
- Select the "Record" option and then "Analog video".
- In the Video Record-Dialog, select the correct video card and soundcard drivers. A video preview window is now displayed.
- Name the recording ("Save video as"). It's worth choosing a logical name which will allow you to find it easily again later.
- You can select the desired recording quality from the list. The highest quality possible that your system can handle is set as default.
- Start recording by pressing the red record button and end it by pressing the stop button. Pay attention to the number of "Dropped frames": If you get a reading of more than 10 dropped frames per minute, reduce your video quality a little bit to prevent your PC from being overloaded.

Note: setting this too high may result in dropped frames, making your video look jerky. This is due to a lack of computer resources. Set this only as high as your system can handle. The quality slider ranges from 'low' quality to 'best' quality. There is an 'uncompressed' checkbox, which sets quality to the highest possible, but requires the most resources!

- End the video capturing dialog by clicking "OK". Your capture can now be viewed in the movie bar in the lower third of your screen. Press the space bar to play back the capture.

Record dialog



Video/Audio driver: Here you can set up the video card or sound card for recording. In practically every case the driver software supplied with the hardware must be installed.

Input/Tuner settings: If your video capture card supports multiple inputs, for instance, if your card also includes a TV tuner or several inputs (S-VHS, composite), you can select the correct record source and TV channel here.

Save movie file as/Save in folder: Here you can enter the title of the movie you want to record. You can also select the directory where you want to save you video file. The default record directory is set by default, which you can change in the Folder settings in menu item "File" > "Program settings" > "Folders".

Edit after recording: Here you can access the automatic editing options.

Record quality: You can choose between various pre-defined recording qualities in the list box according to your computer's processing power and how you wish to use the picture material. They are listed in order of picture quality. Using "Configuration" you can

fine-tune the quality for the selected preset.

The presets marked MPEG record directly in MPEG format, which is the preferred method to use if you want to burn your recordings straight away.

Enhanced... - Opens the video driver setting dialog box (see page 44).

Recording control: Here you'll find the red record button and the stop button. You can start and stop the recording with these buttons.

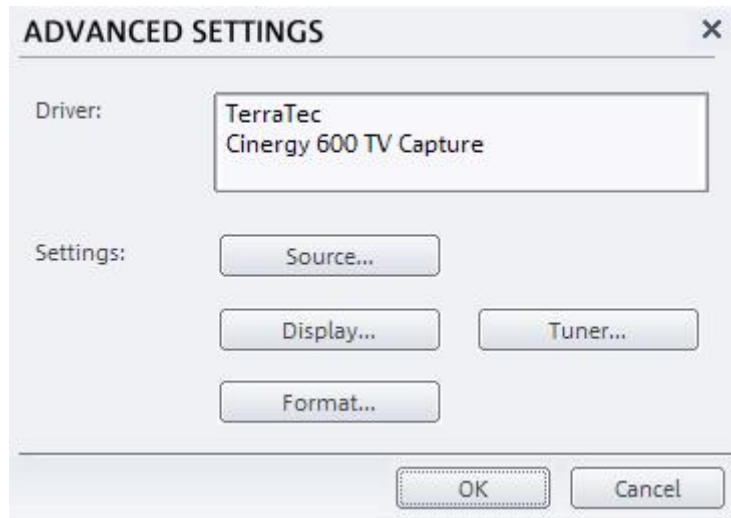
Timer recordings active/time limit: Here you can specify a recording start time and length, and thus turn your PC into a fully functioning VCR.

Snapshot!: With the Snapshot button you create a frozen image directly from the preview monitor. The images are saved in the record directory as graphics files in the set resolution.

Record information: Here you can view statistics on the record time, available disk capacity, recorded frames and dropped frames. Dropped frames are missing images. They occur if the PC is not powerful enough for the selected image and recording quality and could not record all received frames.

Preview: On some graphics adapters you can reduce the system lead by deactivating the video preview. If you here an "echo", deactivate the audio preview.

Advanced settings in the video recording dialog



Here you can specify various settings for the video capture driver.

These dialogs, so-called "Property sheets", are made available by the video card drivers. The driver-specific features can change from card to card, the MAGIX team has only limited influence on the behavior of these drivers. If there are problems, please contact the manufacturer of your video card for driver updates.

Input: Sets up the video card's so-called "Crossbar".

This specifies from which video and audio input will be recorded. The crossbar feature precedes the video recording module. It feeds the input signal to the recording module.

In the "Input" field, you can select the signal source that the video card should use to record for this input. Many video cards have separate crossbars for audio and video. If there are problems, try various settings until the appropriate sound plays with the matching picture.

Composite In = the normal video input (also called cinch box)

SVHS In = SVHS input (special cable)

Tuner In = TV signal of the integrated tuner

Picture setting

Video decoder: If your picture is only in black and white, or if it flickers, it's possible that the video standard has been set up incorrectly. In the United Kingdom and Ireland **PAL_I** is used, in North America, **NTSC** standard is used.

VideoProcAmp: Fine-tuning for colors, brightness, contrast, etc. Changing the manufacturer's settings is not recommended.

Picture format: Please do **not** make any changes here. Capture format settings can be configured in the video recording dialog under "Recording quality".

Station selection (Tuner): This option is only available when a TV tuner is integrated in the video card. If your TV software doesn't support any recording function, you can select the TV tuner as the input and use MAGIX Video deluxe 2007 as the video recorder for your PC's TV program. You can then set up the TV channel of the tuner but cannot save it. It is therefore far more convenient to use the TV software supplied with your PC for recording from TV and then import the recordings into MAGIX Video deluxe 2007.

HDV camcorder (PLUS version)

Use this option to open the HDV camcorder record dialog. To do this, you have to connect an HDV camcorder.

Audio recording

Songs, noises or instruments can be easily recorded in MAGIX Video deluxe 2007 using the recording function.

Connecting the source for recording

First the source of the audio material must be connected to the soundcard input. Again, there are several possibilities that depend primarily upon the type of equipment you possess.

If you want to record material from a stereo system, you can use the line-out or AUX out jacks on the back of your amplifier or tape deck. This entails connecting them to the soundcard input (usually red in color).

If your amplifier has no separate output (other than for the speakers),
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you can use the connection intended for headphones for your recordings. In most cases, you will need a cable with two mini-stereo jacks. This type of connection has the advantage of being able to set the headphone input signal level with a separate volume. As headphone connections generally are not the best, it is advised that you use, when possible, the line outputs.

When recording cassettes from a tape deck, you can connect the tape deck's line outs directly to the soundcard input.

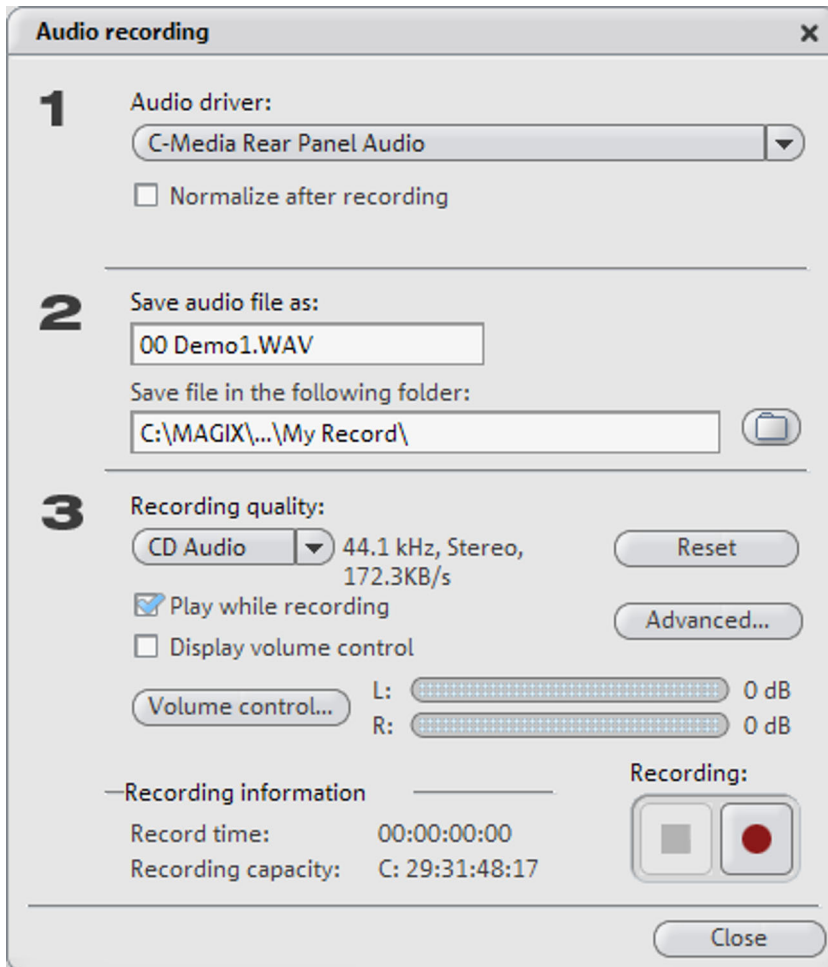
When recording from vinyl records, you should not connect the record player's output directly with the soundcard, because the phono signal must be pre-amplified. A more suitable method would be to use the headphone connection or an external pre-amp.

If you are recording from a microphone please connect the microphone to the mic jack on your soundcard (usually red).

Adjusting the signal level

Adjusting the signal level to the sound card is also recommend to get the best sound quality when recording digitally.

Once a recording source is connected to the soundcard, the Record button opens the recording dialog and starts the recording source. If the adjustment is set too high, distortion occurs and the incoming signal must be reduced. If you have connected the source through either an amplifier or tape deck output to the soundcard, you can only reduce the signal level in your soundcard's software mixer interface. You can access the mixer directly from within the recording dialog via the "Recording level" button. If you reduce input sensitivity by using the input fader, the resolution at which the analog signal is digitized is also reduced. Try to set these automatic controllers to the loudest sound level possible! The maximum setting for an optimal level is the loudest part of the material. The loudest part should be adjusted to be the maximum.

"Audio record" dialog

Audio driver: Here you have to select the sound card for recording.

Save audio file as.../Save in following folder...: Enter the title of the audio file you want to record here. You can also select the folder where you want to save the file.

Capture quality: Here you can adjust the sound quality. From the Preset menu you can choose between MW, FM and CD quality.

Monitor: Displays the peak level for monitoring the strength of the input signal. (see calibration).

Record: This button starts the recording.

Stop: This button stops the recording.

Hint: Try out the effects of the audio cleaning dialog to remove background recording noise.

Normalize after recording: With this option activated, your material is raised to a proper volume level after recording is completed. In order to achieve good-sounding results, you should, however, try to record the source as loud as possible without overmodulating it. To do so, refer to the peak meter reader in the recording dialog.

Playback while recording: This option is particularly important for spoken commentary, etc. If activated, the selected movie (or selected scene if recorded in Edit screen) is played while recording. This acts as orientation for the movie.

Advanced: Use this button to open a window where you can select from 3 special features:

Advanced options

- "Mono" creates a mono recording and requires half of the hard drive space required for stereo.
- "Real-time sample rate adjustment" automatically matches the sample rate of a new file to be recorded with the sample rate of the selected movie sound track.
- "Ducking" (reducing the sound volume): To add narration or other sound material to a video that already has sound volume levels set, activate the option "Automatic reduction of sound volume of remaining audio tracks". This automatically reduces the volume of audio objects in the arranger during the recording session ("ducking"). A volume curve controls the whole process, produces the fading in and out of effects automatically and guarantees consistent overall volume.

Single-frame recording (PLUS version only)

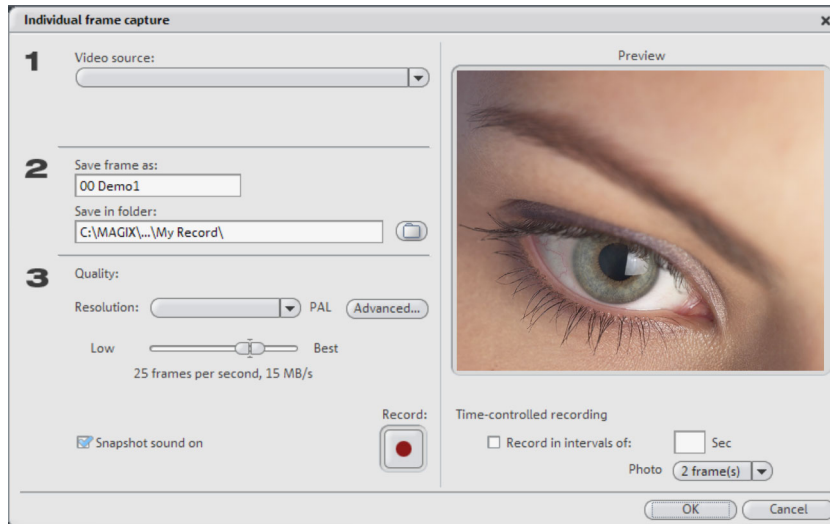
The single-frame recording function lets you record snapshots directly from the connected video source. This requires either a video clip compatible with DirectShow, a TV card or a USB device such as a webcam.

The time control function allows you to automatically take snapshots.

Here are just a few examples of where it might used:

- in creating photo stories from videos,
- in animation movies (stop-motion animation),
- for video surveillance,
- or in time-lapse photography.

The recorded images are added to the current arrangement.



Video Source: Here you can set the video card used to take pictures.

How would you like to name the recorded JPEG file? Here you can enter the title of snapshots you are about to record. They are saved under this name and numbered consecutively. You can also select the file path for storage.

Resolution: The resolution for the recording is defined here. It corresponds to the resolution options offered on the camera. The slider lets you set the image quality. Using higher resolutions results in larger file sizes for each recording. "Reset" returns the settings for image quality to their default values.

Enhanced... - Opens the video driver's setting dialog box.

Camera Noise During Recording: You can have the program play a clicking sound each time a snapshot is taken.

Recording: The red Record button triggers a snapshot or alternatively

a series of recordings when using the time control function.

Time Control

Photo Length in Frames: Specifies how long the photos appear in the slideshow.

Interval: When this function is activated, a series of images is made once the recording has started. Snapshots are automatically saved and numbered consecutively at a pre-set time interval.

If you, for example, specify a two-second interval between shots and that each shot be added at a length of 5 frames to the slideshow, the end result is a time-lapse recording at 10x normal speed.

Enhanced Single-Frame Recording Dialog Settings

Here you can adjust certain settings for the video recording driver.

These dialog boxes, so-called "Property Sheets," come with the video card drivers. The driver-specific features may slightly vary from driver to driver. The MAGIX team has little direct influence on the performance of the various drivers. If you encounter any difficulties, please contact the video card manufacturer for the latest driver updates.

Input: Sets the crossbar of the video card. This lets you define what video and audio signal is used in the recording. The crossbars are connected in series to the video recording chip itself.

Output: In the output field, the video output (for the crossbars) is the input for the recording chip (Video or Audio Decoder In) of the video card. In the Input field, you select the signal source to be used for this input by the video card during recording.

Composite In = the normal video input (typically a cinch jack)

S-VHS In = S-VHS input (special cable)

Tuner In = the TV signal of the built-in tuner

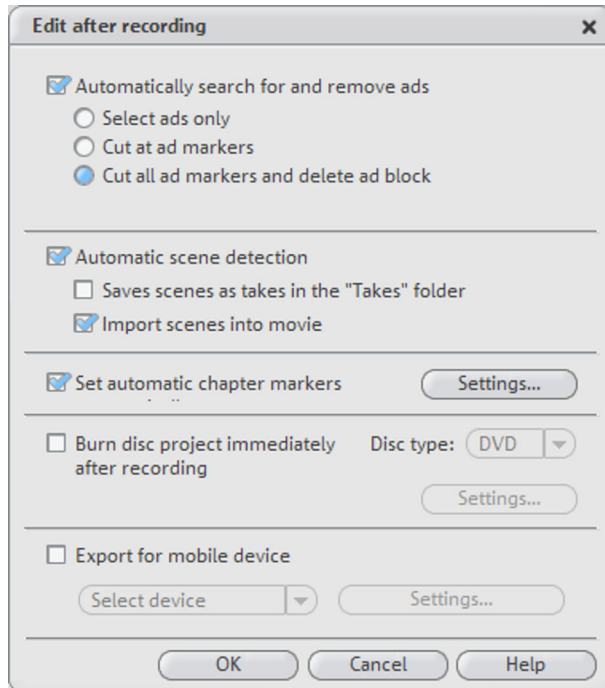
Video Decoder: If the picture only appears in black & white or it flickers, the video standard may be set to the wrong standard. PAL_B is used in Germany and most European countries (France: SECAM; US: NTSC).

VideoProcAmp: Fine-adjustment of colors, brightness, contrast etc.

We recommend against changing any of the manufacturer's settings.

Format: Do not change anything here! The capture format settings can be changed under Resolution in the Recording dialog box.

Edit after recording



The "Edit after recording" dialog can be opened from all recording dialogs.

You can play all editing steps from recording to burning automatically and without further interference by the user. In the "Edit after recording" you can:

- Automatically search for and remove adverts (only available in the PLUS version). For more on this, please read the "Automatically search for and remove ads" (see page 100) chapter.
- Split up the material into scenes. Please also read the section "Automatic scene recognition" (see page 98).
- Set automatic chapter markers. Please also read the section "Set chapter marker automatically (see page 244)" in the "Edit" menu.

Burn disc immediately: You can use this option to record and burn in a single step. Simply select the format you would like to burn (VCD, SVCD, DVD or miniDVD), insert a suitable blank disc into the drive and activate record.

Hint: Make sure that the selected recording quality corresponds with the disc type (for DVDs the preset: MPEG DVD).

If you use your own settings for MPEG encoding (e.g. half image resolution for longplay DVDs) make sure that settings for recording and later for burning are the same so that no new recording is necessary (Smart encoding).

After recording, the "Burn" screen is run automatically, and the burn dialog opens and begins burning. The last set layout is used for the menu layout for the DVD.

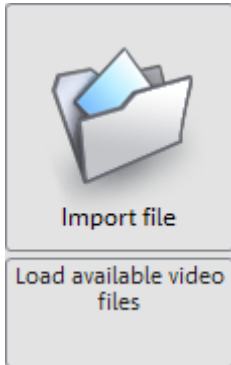
Tip: This function is particularly suitable for burning lengthy disc projects directly to disc: You can start recording in the evening and have the finished CD or DVD.

Export for mobile device: The recorded movie is immediately converted into the format of the selected mobile device and transferred. Preset in the list field is the device which has been selected in the Export video/audio (see page 129) dialog.

Settings opens the "Export settings (see page 217)" dialog for the selected target device.

Hint: When you enter a file name and memory path in the export dialog, the path is used, but the file name is ignored. For EPG-controlled TV recordings, the name of the program is used instead.

Import file



With MAGIX Video deluxe 2007 you can import files of the following formats into any disc project: Video for Windows, DV-AVI type 1/2 (*.avi), MPEG 1 and 2 (*.mpg, *.mp2, *.MPEG), Quicktime (*.mov), MAGIX Video (*.mxv), Windows Media and unencrypted VOB streams from DVD.

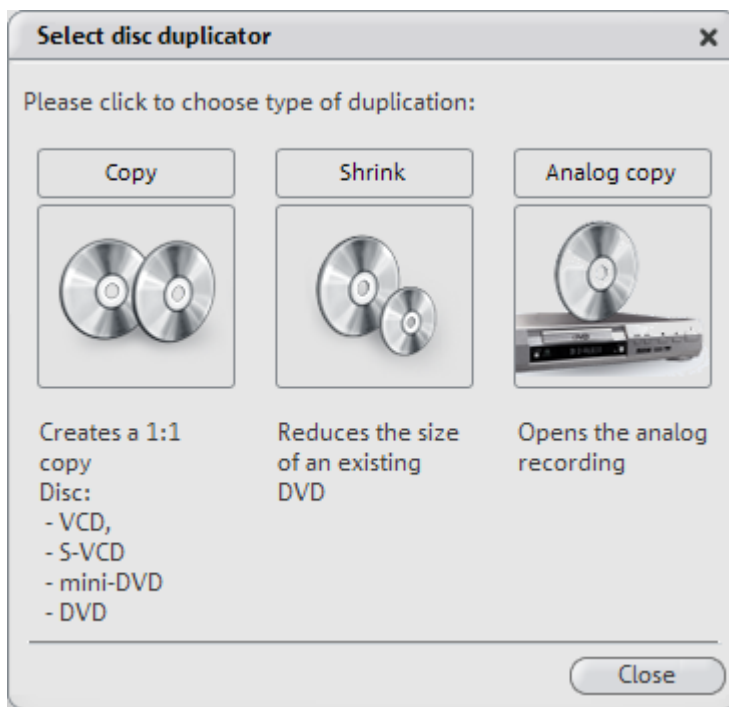
To do so, select the filmbox into which the video file should be loaded.

If the movie already contain video files, you will be asked if the video file should be added to the existing movie or if a new movie should be created. You can also load finished movies that have been created with MAGIX Video deluxe 2007. These movies (*.mvd files) contain, alongside references to used video and audio files, the scene subdivision and the effects of the video material as well as the text insertions.

Copy CD/DVD



Use this option to copy a DVD, mini-DVD, CD or SVCD.



Copy disc

You can directly copy CDs and DVDs using MAGIX Video deluxe 2007. For 1:1 copies, the MAGIX burn program, MXCDR, is started, with which you can also burn normal data CDs/DVDs, audio CDs or backups.

Only the data tracks are copied, not the audio sessions of a mixed mode CD, and only the last session of a multi-session CD. This means: Everything that's visible in the Windows Explorer will be copied.

Select the drive that contains the source disc from the drive list. If you choose to burn on-the-fly, the source disc is read and burned at the same time. Otherwise the source disc is read from a temporary file and then burned to disc.

Make sure when you're burning on-the-fly that the write speed does not exceed the effective read speed, otherwise you run the risk of destroying the blank CD because of "buffer underrun". Many burners provide protection mechanisms against buffer underrun ("Burn proof").

To copy a non-copy-protected DVD or a folder with DVD video data,

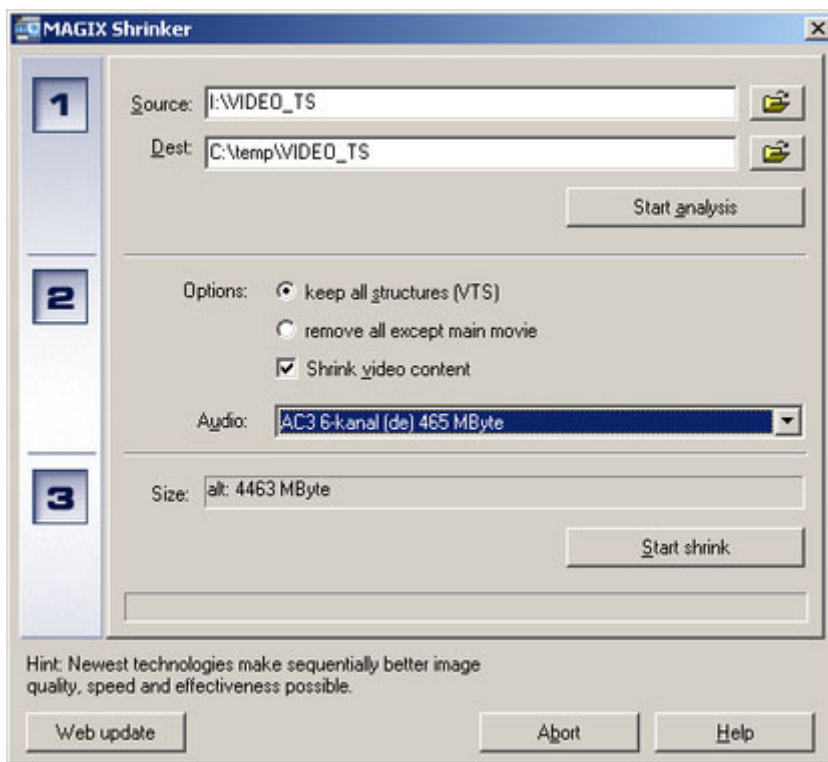
www.magix.com

you can use the MAGIX Shrinker program. This way you can reduce the amount of data on a DVD so that it fits on any standard 4.7 GB blank DVD.

Shrink

This tool allows you to "shrink" DVD data volume before burning onto standard 4.7 GB blank DVDs. Less important items such as subtitles, alternative sound tracks or extras are removed. The video data of the main movie is reduced.

This data must be available in a non-copyright-protected form, i.e. either on a non-copyright-protected DVD or as a directory on the hard disk.



Step one: Select the **source** directory (on the hard disk or the DVD) which contains the VIDEO_TS file of the DVD. A file with this name is present on every video DVD and contains the movie files (so-called VOBs). The **destination** directory selected should be on the hard disk with enough free space. Press the "Start analysis" button to analyze the video and audio files in the selected directory.

Step two: You can select **complete structures** and remove everything except the main movie. Accepting the **complete structure** only makes sense if the original size is no greater than 4.7 GB. If you are only burning the main movie, the video material can also be made smaller so that it fits on the DVD.

Audio tracks can be selected for DVDs with several speech and sound versions.

Step three: "Start Shrink" initiates shrinking and burning.

MAGIX is constantly working on improving this tool in regards to speed, image quality, effectiveness and compatibility. Please always use the latest version for optimal results – available free of charge online at support.magix.net.

Analog disc copy

This option opens a recording window for analog recording of copy-protected DVDs. To perform this task, just connect your DVD player (only) to the video input. The functions of the recording dialog and the process correspond otherwise to analog video recording (see above).

The "Edit" window

"Edit" menu - Overview



1. Upper button bar: Displays video and picture objects and previews.

2. Menu Bar: Contains important editing commands of MAGIX Video deluxe 2007.

3. Video screen: Here video and picture objects are displayed.

4. Media Pool buttons: Provides direct access to important directories on the program disc or hard drive.

5. Media Pool: The tree structure is displayed on the left and the file list including all supported multimedia files of the current directory are displayed on the right.

6. Timeline with range markers: Defines the range that will be played. The timeline mode includes a time scale.

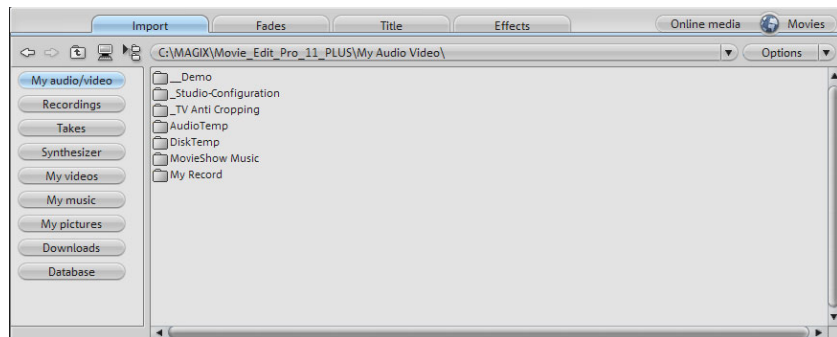
7. Arranger (Time-line mode): Drag & drop files from the Media pool, then arrange and edit files in detail here.

8. Objects (Timeline Mode): Includes audio, video and special objects (title, visuals).

9. Lower button bar above the arranger (appears in the Timeline mode): Here you can use, among others, the mouse modes for various editing functions.

10. Scroll bars: The lower scroll bars can be dragged apart and pushed together for zooming with the mouse. The right scroll bar vertically zooms into the tracks.

Media Pool



The tabs over the Media Pool open lots of special folders containing templates, effects and transitions. Open, for example, the "Trans. FX" tab and then the "Video FX" and "Audio FX" folders, as well as the "Title" and "Borders" folders one after the other and click once on the entries. Every entry and their explanations can be previewed in the video monitor.

Navigating through the Media Pool

The MAGIX Video deluxe 2007 Media Pool consists of a row of navigation keys and buttons for fast access to certain folders and file lists.

In the **file list**, all supported multimedia files and subfolders of the currently selected folder are displayed.

Several **Settings tabs** can be found at the top row for directly jumping to certain folder categories. In the Settings dialog you can then find more buttons to directly access certain subfolders. For example, you can find the subfolders "Video FX", "Style FX" and Audio

FX" for the "Effects" settings.

You can right-click to define further buttons ("links") there. To do this, switch to the file list in the directory for which you want to create a link, right-click onto a file and select "Folder to link".

In the context menu of the button you will find commands for moving, renaming or deleting the link.

Navigation buttons

Forwards/Back



The Back button always takes you back to the folder you were just in.

Up button



The Up button to the left brings you to the next highest folder level.

Drive menu



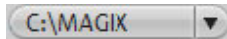
Access all available drives via the drive menu button.

Folder tree



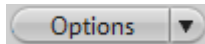
Here you can activate a folder tree to navigate through your computer system.

Browse history list and path details



In the top center you will see the path of the current folder. With the arrow button you can open a menu from which you can go back to the last visited folder.

Options:



All functions of the context menu (set up new shortcut buttons, rename or delete files) can be reached via the Options button.

Import setting

My Projects: This button opens the "My Audio Video" folder, which is automatically created during program installation. This is where the arrangements are saved or audio files are exported to (provided no other folder was selected in the Export dialog).

Recording: Here you will find recordings you have created in the www.magix.com

"Recording" screen.

Takes: This button opens the "Takes" directory, a special directory for separate scenes from longer videos and objects with edited effects. The footage selected by the automated scene recognition is also saved here. You can transfer objects and scenes from the arranger into this directory via drag-and-drop objects. In this way you can use the arranger to neatly cut a video into single scenes. More about Takes (see page 113)

Synthesizer (PLUS Version): In the PLUS Version, this button will load the included synthesizers. See Synthesizer (see page 154)

My movies, my music, my photos: These are standard media folders in Windows XP (below My files).

Intros/Outros: Here you will find various pre-made beginnings and end credits.

Downloads: This button opens the folder My Files\MAGIX Downloads. All media downloaded from the MAGIX Online Album or MAGIX Online Content Library are stored in this directory.

Database: This button displays the media files on your computer in a well-structure database view.

Online Album: This buttons opens MAGIX Online Album. This provides a shortcut to uploading and deleting data. To do this, you must first register on MAGIX Online Album.

There are many ways to upload data:

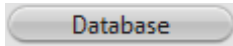
1. While holding CTRL button down, select the data to be uploaded in the Media Pool, and select "Copy" with a right mouse click in the context menu. Switch to the MAGIX Online Album screen, open the desired folder, and select "Paste" in the context menu.
2. In the Media Pool, click on Online Album, and go to the desired directory. Open the Windows Explorer, select the desired data with CTRL button held down, and drag it into the Media Pool.

Both options will result in your desired data being uploaded to your MAGIX Online Album.

Hint: This function requires an Internet connection. For access, have

your log in information (email address and password) ready.

Database



This button displays the media files on your computer in a well-structure database view.

This means the files are no longer displayed according to where they are stored in the different folders but are grouped according to general characteristics. The top "folder level" is the sorting by audio, video or image files, subfolders are, for instance, the date for photos, or the artist for MP3 audio files.

For instance, you can use it to add suitable digital photos to your holiday video by searching the database for photos taken on the matching date. Or you can search for a track by a specific artist when adding the soundtrack.

In order to present media data on your PC in a database view you first have to add them to the MAGIX database. To do this, click on the right database button and select the option **Start media manager for photos and music**.

This opens the corresponding MAGIX program and the database scan function of the program.

MAGIX Video deluxe 2007 comes with the free photo and music management programs MAGIX Photo Manager and MAGIX Music Manager. If you have the corresponding free versions MAGIX MP3 Maker or MAGIX Digital Photo Maker, they will be used instead.

Search the database

Search the database [X]

Quick search

[Text Input Field]

☒ Audio files ☒ Photos ☒ Videos

Expert search

	Database column	Condition	Comparison item
	- no search -		
and	- no search -		
and	- no search -		

Logical combination of conditions: ☒ And ☐ Or

Results

Max. number of results: [100]

[OK] [Cancel]

Quick search: Simply enter a keyword and highlight the data type (photo, audio, video). All available database columns are searched for the keyword.

Expert search: Here you can restrict your search by stating search criteria in the following way:

	Database column	Condition	Comparison item
e.g.	dimensions	greater than	800

You can search up to three database columns that are connected via

"and" or "or" simultaneously.

"AND" means: Only those files will be listed that match all criteria.

"OR" means: Only those files will be listed that match at least one of the criteria.

"Fade" setting

Here you have direct access to all transition effects available in MAGIX Video deluxe 2007.

You can find some extra fades in the subfolders.

To fade between two scenes, choose a fade from the Media Pool and drag it to the space between the scenes.

Tip: When customizing the "Fades" folder structure to your needs, the fades menu will also be changed accordingly. It appears when you click on the fades button in the preview boxes of the Storyboard mode.

"Title" setting

There are certain presets for titles that can be entered by drag & drop: moved, rotating and combined title effects, various fonts and much more.

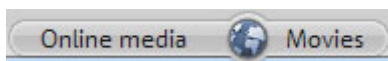
"Effects" setting

Use this button to access the effects library, which was copied onto your hard disk on installation.

You can also add effects by drag & drop. They can simply be dragged onto the corresponding object using the mouse.

You can also precisely set up the video and audio effects via the realistic effect rack or video controller.

"Online Media" setting



Online Media opens the MAGIX Online Content Library.

Online Movies opens the MAGIX Online Video Service. This provides www.magix.com

a clear collection of up-to-date, free, and edited online movies.

Various file list view modes

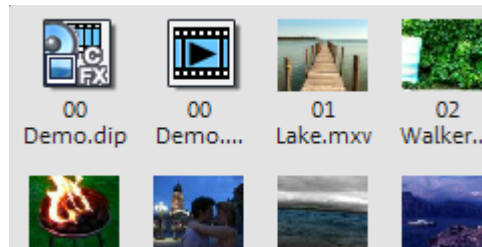
In the **file list**, all supported multimedia files and subfolders of the currently selected folder are displayed. Three different views (list, detail, large symbols) can be set by right-clicking on the options or Media Pool's context menu.



List: Only file names are listed. This view mode displays the most files simultaneously.

Name:	Type	size:	
00 Demo	.dip	12,143	27.
00 Demo	.mvd	544,806	27.
01 Lake	.m xv	909,234	15.
02 Walker	.m xv	2,859,899	08.
03 Beach	.m xv	1,089,078	05.

Details: In the details section the type, size and date of modification are shown for every media file beside the name. The list can then be sorted by clicking on any of these details.

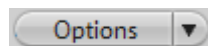


Large symbols: can be quite useful because they show a preview frame for each movie and picture file. This allows you to sort through the material quicker. A disadvantage is that it takes longer for the file list to be displayed.

Deleting, copying and moving files

All files listed in the media window can be selected, deleted or moved into other folders with drag & drop, just like in the Windows® Explorer. This way, all objects that come into question for an arrangement can be compiled into a separate folder beforehand.

The choices relating to these functions are accessed by a right mouse-click to call up the context menu.



All features of the context menu can also be accessed via the Options button.

Preview function

There is a preview function for all entries: A simple click on the audio object starts the preview function via the sound card. Movie, graphic

and text objects are displayed on your monitor.

There are also previews for the effects that illustrate the functionality of the selected effects.

If an audio or video file is selected from the list, the transport control automatically switches to Preview Mode.



The functions of the transport control now no longer apply to the objects in the arranger, but for the file selected in the Media Pool instead.

With the play button you can now start playback. Image, text and synthesizer objects as well as the examples for transitions and effects are launched automatically. You can change this in the system settings. (file preview for...), key Y or Menu "File" > "Program (see page 236) settings") on the systems tab. (Start file preview for...)

Via the advanced transport control functions of the PLUS version you can also select and load sections from a longer video file in the Media Pool. Please read chapter "Transport Control (see page 75)"!

Load videos, takes or audio files

You can import the following formats into the movie:

Video files: Video files in the video formats for Windows and DV-AVI type 1/2 (*.avi), MPEG 1 and 2 (*.mpg, *.mp2, *.MPEG), Quicktime (*.mov), MAGIX Video (*.mxv), Windows Media 9, VOB streams from DVD (when unencrypted).

Audio files: The following formats are supported for soundtracks: Wave, MP3, WMA, OGG Vorbis, MIDI files and CD Audio tracks.

Graphic files (for slideshows or simply as a still image behind a scrolling title): Windows bitmaps (BMP), JPEG, GIF, ZSoft Paintbrush (PCX), PNG, Portable Pixmap (PPM), Portable Greymap (PGM), Adobe Photoshop (PSD), Sun Rasterfile, Targa (TGA), Tagged Image File Format (TIFF), Photo CD (PCD).

Text files in RTF format. You can easily enter text segments, like, for example, credits in the style of your choice, and then save it all in the universal text format (.rtf). Loading such a text into MAGIX Video deluxe 2007 creates a title object.

If you want to use the file for your movie, drag it to the Storyboard while holding the mouse key or to a target track in Timeline Mode. If www.magix.com

there are objects on this track, the file is inserted at the desired time position at the next empty track below.

You can also conveniently load files by double-clicking. In this case the following count as a target tracks: video and graphics files end up on track 1, titles on track 3 and audio files on track 5.

Video and graphics files are added at the end. Text and audio files, however, are inserted at the play marker position. If an object is already available there, the new audio/text object is inserted afterwards.

Apply (PLUS version)

In the PLUS version you can also apply the file (or a section of the file, see transport control (see page 74)) into the arrangement even with a single click.

By clicking on the small arrow next to "Apply" you can select a different "Apply" mode than the one described above. This mode determines how to handle objects that are already in the arrangement if new material is to be inserted.



Apply automatically

This mode (see description above) corresponds with the standard behavior of all

versions and is the preset mode.

Insert: When double-clicking or clicking Apply all files are inserted on the corresponding standard search tracks (depending on the type). With drag & drop, all files are always inserted at the desired target position. Existing objects are moved by the length of the inserted object.



Insert (intelligently)

Only bordering objects are moved as well (see Intelligent Mouse Mode).



Insert (track)

Only objects of the target tracks are moved.



Insert as new range

The objects of all tracks are moved.



Swap objects

With drag & drop the object onto which the file is dragged is replaced.

With double-click or "Apply" a target object has to be previously

selected in the arrangement. If the new object is longer or shorter than the old one, all following objects are moved according to the target track.



Overwrite

When double-clicking or clicking
Apply all files are inserted on the
corresponding standard search
tracks

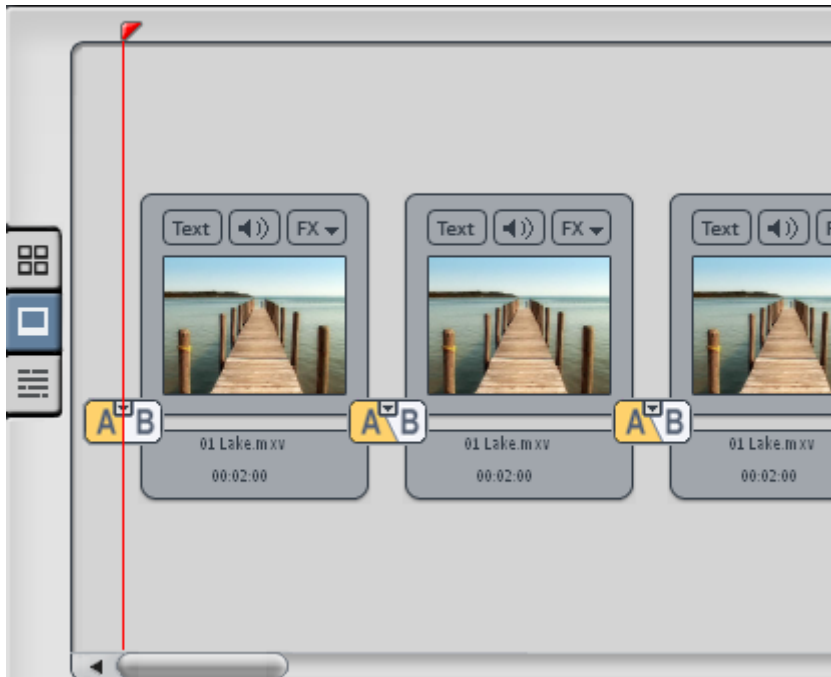
(depending on the type) at the desired target position. Existing objects are overwritten.

Load multiple files

If you would like to load several files, hold down the Ctrl key while clicking on the entries you would like to use.

If you would like to load a sequence of files, hold the Shift key and first click on the first entry, then on the last. All entries inbetween are marked.

Storyboard mode



What is the Storyboard mode?

The Storyboard mode is the default Video Editor-screen view. This view offers an easy, streamlined interface to simplify the editing process. The alternative Timeline mode offers a more detailed interface for more extensive editing and photo arrangements. Switch between the two modes by using the tab key.

In the Storyboard mode, all of the files in your movie project displayed as previews, sequentially ordered, one after the other on the storyboard.

This mode enables you to play back your files, rearrange them by drag & drop, and apply fades with real-time effects. Unwanted scenes (such as commercials during a TV feature or the first few seconds of your own footage) can be cut out and removed with a click on the scissor button.

Scenes

If a movie has not yet been divided into scenes, it is considered one long scene by the video editor and is difficult to manage. Cutting the file into shorter scenes enables you to change and organize or 'edit' the scenes to create a movie. The following is a list of functions or tool buttons for editing your movie:

Text: The text button opens the Title Editor dialog, from which you can enter text (such as subtitles or credits) in a variety of fonts or colors. The text can be set to scroll (perfect for rolling credits) or edited to add effects, designs or other forms of movement.

Loudspeaker symbol: Click the loudspeaker symbol to modify (or mute) the movie soundtrack.

FX: You can select any number of effects for sound and image editing in the FX menu. For more details, please read the "Effects" chapter.

Transitions: You can also select the type of transition you would like to connect scenes. Simply activate the large button between scenes and select a transition of your choice.

The menu contains different transition types. In the top section you will find the crossfade and black screen fade, which correspond to a simple fade in and out or crossfade of the objects in Timeline mode.

The remaining transitions are effects transitions. Each transition (3D transition, 3D swing...zoom) is available in different variants. If you

have selected such a transition you can access "Settings" by clicking on the transition button again and selecting "Settings" from the bottom of the menu which then opens a dialog for effect transitions.

The transitions in the lower section of the menu, which are arranged in submenus, are so-called Alpha transitions, whereby the transition is controlled by a black/white video. The length can not be changed.

For more information on the transitions please read the corresponding section in the chapter "Videos and Images"!

Rotate Photos (only with photo files): If a photo is on its side or upside down, click on the Rotate button. The photo will rotate 90 degrees. You can control the effect directly on the video screen.



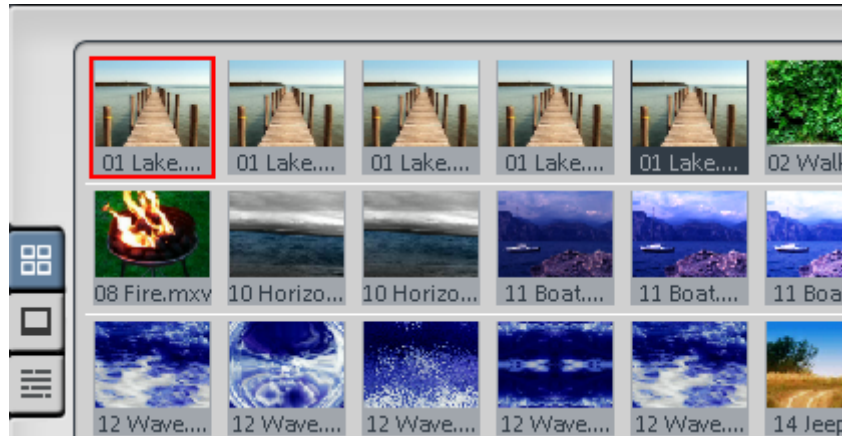
Play: The range between the Start and End markers above the storyboard is the playback range. Both markers can be relocated with the mouse (or with a left or right mouse-click). To start or stop playing, use the space bar, or use the playback control buttons beneath the video screen. The play cursor shows which scene is currently being played. It is a red vertical line that runs from left to right over the scene.

Cutting: The "Scissor" button offers various options for cutting. Redundant sequences (such as the commercials in a TV feature or the first few seconds of your own movie.) can be cut with this menu's options. Note: It is important to consider the difference between a "cut scene" and a "separate movie": A "Cut scene" cuts the scene and thereby increases the number of current scenes by one. A "Separate movie" divides the current movie into two independent movies that can be accessed using the window menu. Please read the following "Timeline Mode" chapter for more details regarding individual cutting menu options.

Media Pool / Media library: Access the Media Pool, for quick access
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to additional music for your soundtrack. Access the Media Library that comes with the program for a large selection of songs, ambient noises, effects and other material useful for adding additional impact to your project. Simply drag the desired item onto the scene by drag & drop.

"Scene overview" mode



The "Scene overview" mode is a special view that improves manageability and categorization of scenes. All scenes are listed one after the other (in multiple lines, like in a text program) and can be copied, cut, moved, deleted and inserted.

As usual, a double-click on a scene opens the Story Maker.

In the "Scene overview" mode, there are no start, play or end markers. The scene that is to be played is fitted with a border so that you can see where the scene that is currently playing can be found.



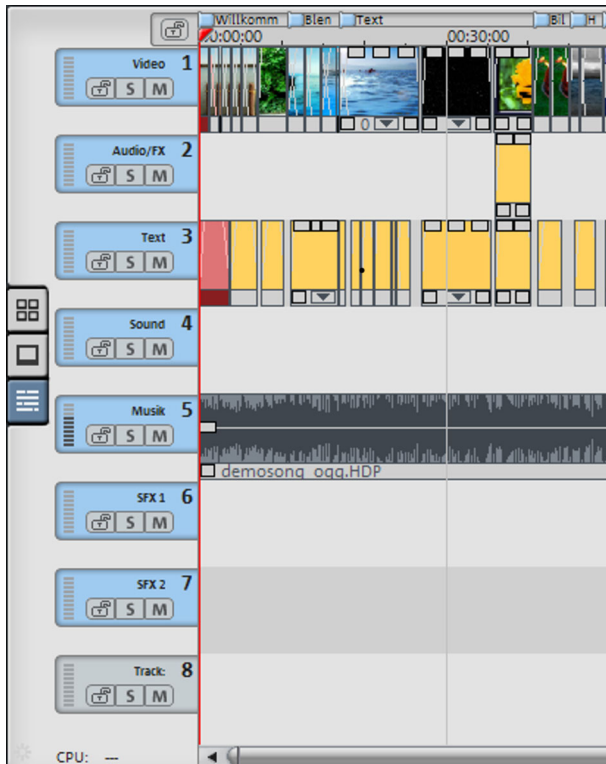
Zoom slider: This slider specifies how large the photos will appear in the storyboard.

The smaller the photos, the more you'll be able to fit on screen.



Maximize: Use this button to maximize the scene overview to fullscreen.

Timeline mode



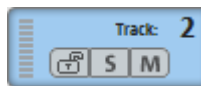
What is the Timeline mode?

With the help of the Tab key you can switch between the three view modes: "Timeline mode", "Storyboard mode" and "Scene overview".

In Timeline mode your movies are displayed as "objects" on the timeline. This means: The longer the object, the longer the corresponding movie. Timeline mode is an editing mode for advanced editing: audio dubbing, professional editing, precise transition and effect editing.

Tracks

The Arranger screen is divided into 16 (PLUS Version: 32) tracks in which the multimedia material is positioned and edited. In principle, any object type may be placed on any of the tracks. You can also combine movies and bitmaps with MIDI and audio objects. The maximum length of a movie is restricted to 6 hours.



Mute a single audio track by clicking on the "**Mute**" button or play individual tracks separately ("**Solo**") to emphasize a particular scene.

Clicking the "Lock" symbol protects all objects in a track against unwanted editing. The track name can be changed by double-clicking on the text above the buttons.

Zoom

The upper zoom feature sets the number of tracks that are visible in the window, i.e. the vertical view. In larger arrangements it makes more sense to zoom the view vertically in order to edit an object in full view. With the lower zoom out function you can set the visible part of the arrangement on the horizontal timeline. The arrangement is extended if you zoom over the edge of the display.

You can tell by the size of the slider which part of the entire arrangement is being represented. In the overall view, the zoom slider fills out the whole of the bar. With a double-click, the overall view can be obtained on the slider.

If you lead the mouse to the edge of the slider, the cursor transforms into a stretch symbol, with which the slider can be grabbed and compressed or even pulled apart. This makes zooming in and out quick and flexible.

Certain zoom shot levels can be selected (by a right click on the slider) in the context menu. Here you can also jump to certain positions in the arrangement.

Grid and snap

The time of the arrangement is displayed by the horizontal course of the tracks. To structure this course, a timeline with a "grid" has been positioned at the top above the first track.

Furthermore, a grid is displayed in the arranger area. The raster ensures that the objects always "snap" to certain points so that they can be positioned precisely according to the beat. Two consecutive objects will seamlessly snap together even if they are on different tracks. This avoids undesired gaps or overlaps.

Playback

The area between the Start and End marker above the first track will be played back. Both markers can be repositioned with the mouse (or with a left or right mouse-click). To start or stop playing, use the

space bar, or use the control buttons under the video screen.

The cursor (vertical line) indicates the current position within the replay. This cursor line moves steadily left to right over all tracks, and in relation to the buffer settings, regardless of how long a scene is. Reduce the buffer setting in the set-up dialog (key y), to get a smoother cursor flow. However, if the replay is interrupted or skips you may need to increase the buffers again.

If stopped, the play cursor is always at the start marker. The cursor keys move the start marker frame-by-frame to the right and left, Ctrl + cursor keys move it by 10 frames. Shift + cursor keys first move it slowly then faster and faster.

Organizing the arranger view

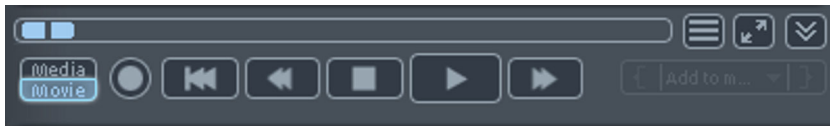
There are several screen configurations for the Arranger. Video screen and Media Pool can either be deactivated or repositioned on the monitor. The standard setting can always be called up from the "window" in the Menu bar.

You can maximize the arranger view (in the window menu) or close the video screen and the Media Pool to obtain more space for arranging. If the video screen is reopened and the Media Pool is closed, the video screen can be freely repositioned.

Organizing the video screen

You can adjust the size of the video screen with a right mouse-click. Select a definably size within the context menu. If desired, a large time indicator can be integrated into the video screen from the context menu. "Display playtime" displays the current play cursor position on the video screen. The foreground color, background color and transparency are all selectable.

Transport Bar



The control buttons of the transport bar control playback and position of the arrangement and the audio and video file selected from the Media Pool. They are below the video monitor.

Position slider: Using the position slider you can quickly go to a

certain position in the video.

Media/Movie: This button toggles between Arranger and Media Pool. With the Media/Movie button activated, the transport button and the position slider no longer apply to the Arranger but to a video file selected in the Media Pool. Furthermore, the Tools menu contains commands that can specify sections within longer video files and can save these as takes or load them into the arrangement.

Play/Pause: The Play button in the middle starts an endless loop of the movie: The range between the start and end markers is looped, so to speak. A second click on "Play" activates the pause function.

Stop: Stops the playback.

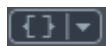
Rewind: This button rewinds the slideshow.

Forward: This button shifts the start marker to the next image. This is then displayed immediately in the viewer. During playback, this button can be used to fast-forward.

Quick start: This button quickly sets the start marker to the start of your arrangement

Record: This button opens the Record dialog where you can select different types of audio or video recordings.

Extras menu



	Key	Description
Set In/Out Point	I/O	Start and end of a ranger are specified in the selected medium.
Go to In/Out Point	Shift+I Shift+O	Quickly jump to start/end of the range
Play between In/Out-Point	Ctrl+K	The range marked with in and out is played.
Save Take	Shift+T	The range is saved in the Takes folder as a take.
Apply range to movie	Ctrl+P	The range marked with in and out is loaded into the arrangement. The apply modes are used (see Media Pool).



In the PLUS version the Extras menu is integrated into the enhanced transport control!.

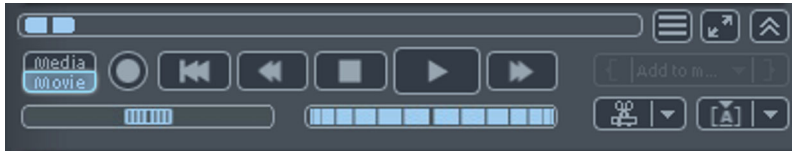


Full screen: Switches the video screen to full screen mode.

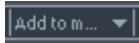
Enhanced transport control function (PLUS version)



This button adds some useful functions to the Transport Control.



Set IN/OUT point: These buttons correspond with the commands in the Extras menu (see page 74)



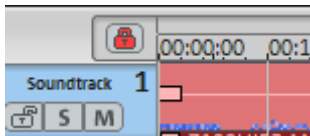
Command button: Clicking on the small arrow opens the Extras menu.

You can add a command from the menu to the command button.

Shuttle/Jog wheel: With the jog and shuttle control you can quickly and conveniently move between the video material. The shuttle control is left: The further the slider control is moved to the side, the quicker the arrangement is played in the corresponding direction. This way a certain position can be quickly "accessed". The Jog Wheel is on the right. You can use it to move through the video frame by frame. This allows you to position the play cursor exactly even in the case of large zoom steps (includes overview of long arrangements).

Set jump marker

The "Edit" menu lets you set a play marker at the current position of the Start marker. A maximum of 3 markers can be accessed via the number keys. This allows you to jump to a particular position of a longer video immediately, without scrolling and searching.



A **"Lock" button** is located next to the timeline. This lets you lock all markers (jump markers, chapter markers) against accidental moving or deleting.

Set snap points

Snap points (HotOffsets) serve to mark certain positions in the movie to dock other objects there "magnetically". For instance, you can set a snap point at the position of a door falling shut, in order to position an audio object of a door closing there.

How to use snap points:

- Select the video object
- Set the start marker to the position where you would like to set the snap point
- In the Edit menu select the option "Edit snap points -> Set snap points"

A vertical line will now appear at the position of the start marker. You can now drag & drop any other object to this position (audio objects, titles, fades, etc.). Even the start marker can be positioned at a snap point.

Arrange objects**Selecting objects**

To edit or delete objects using the menus, you must first select them by clicking on the object to be selected. The handles of selected objects turn gray to show that the accompanying object has been selected and can be edited using the menu functions.

Several objects are selected by holding the Shift key down while clicking each object. Any object editing, such as cuts, moves, and effects will apply to all of the selected objects. . If you want to select several objects, simply hold the Shift key down while selecting other objects. You can open up a rectangle positioning the mouse over the object, then holding down the mouse button and marking all objects within the rectangle ("elastic band selection") by left-click-dragging).

Any object can be combined with others to make up a group, to avoid the objects being accidentally moved out of relation to each other. Once they are combined, clicking on one object of a group will select the entire group. To ungroup objects, use the buttons in the tool bar or the corresponding commands in the 'edit' menu.

Moving Objects

Any object selection can be moved (dragged) along the horizontal timeline or vertically into different tracks by clicking and holding the left mouse button on the selected objects. After releasing the mouse button, the objects appear at the new location.

If the Shift key is pressed while moving the object selection, the object's horizontal time position is maintained. The object selection can only be moved vertically (up and down to different tracks).

Splitting objects

All objects can be split. Each object section then becomes is then split into individual objects. To use this function, select the option "Split objects" from the "Edit" menu. This is done even quicker with the Edit button on the transport control bar.

In order to rejoin these split objects at a later stage, simply highlight the individual parts and select "Group" to join the selected objects together to a group.

Cut button and cut menu

The cut button and the cut menu beneath can be found to the right of the transport control.



In the PLUS edition you have to enlarge the transport control.



Use the cut button (scissors) to separate a selected object at the position of the start marker.

With a click on the small arrow beside the cut button, you can access the cut menu which contains further relevant commands.

Separate objects

This command cuts a scene at the point where the Start marker is positioned. This way, two free-standing objects are created.

This way you can isolate a part of an object in order to delete it:

1. Place the start marker where you'd like to have it by left-clicking in the timeline.
2. Select the video object by clicking on it and click on the cut button.
3. Place the start marker at the end of the part you wish to remove and click on the cut button again.
4. Select the middle object that was created and press the DEL key.
5. Pull the object at the back to the front, it should automatically snap into place. All subsequent objects will be moved along in unison so that no gaps appear.

You can also use this function to apply effects to a certain part of an

object only.

Keyboard shortcut: T

Remove object beginning

This command splits the selected object at the position of the start marker and removes all material in front of the start marker simultaneously.

Key: K

Remove object end

This command splits the selected object at the position of the start marker and removes all material behind the start marker simultaneously.

Key: U

Split Movie

This command splits the movie into two individual movies at the position of the start marker, which are both visible as independent movie boxes in the record screen.

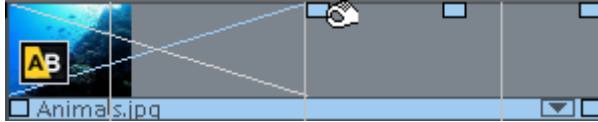
Key: Alt + T

Duplicating objects

It is easy to copy objects to quickly create larger arrangements. First select the objects to be copied, then activate the duplicate button in the button bar. A copy of the object, which can be moved to any position with the mouse, appears right next to the original. Speed up this process by clicking on the object to be copied with the mouse while holding down the Ctrl-key. This generates a copy, which you can immediately drag to the desired position. Note: Object copies are "virtual" and take up almost no additional working memory!

Object Handles

All objects can be re-sized with their lower edge "object handles". Move the mouse over one of the lower corners of the object until the mouse pointer becomes a double arrow. Now click and drag the object to the desired length.



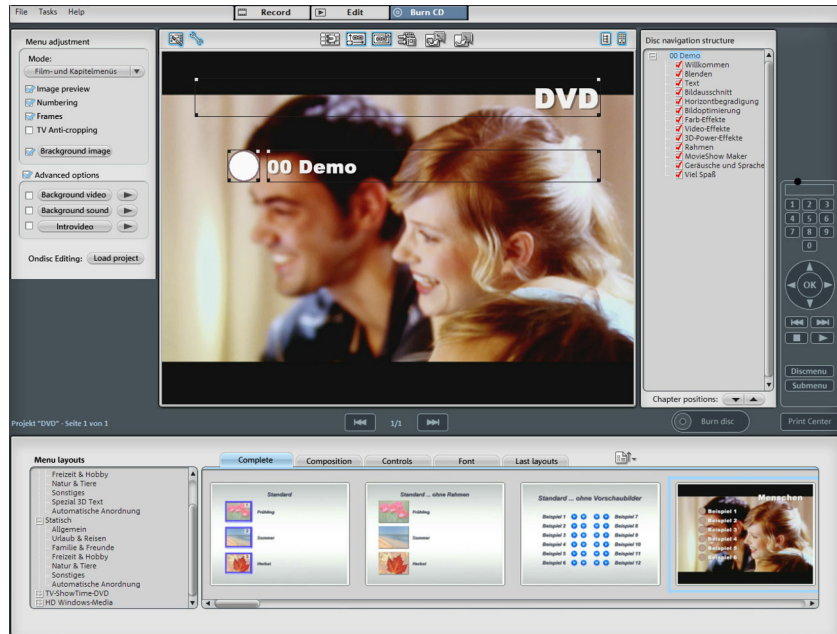
5 "handles": Length, fade, brightness (volume)

An object can be faded in or out with the handles to the left and right upper corners of the object. Cross-fades between different objects can be created by overlapped positioning of objects that are fading in and out. The length of the cross-fade can be adjusted with the handles. For more about cross-fades, please read the "Videos and Images" chapter.

The objects provided by the media library can not only be shortened with the lower object handle, but also stretched. When stretched, the object is played as a loop until the play cursor reaches the end of the object, regardless of length. This allows you, to create, for example, a complete drum track from a short drum loop, or a long video from a short video sequence.

Using the brightness/volume handle located centrally at the top of the object, adjusts the volume of audio or MIDI objects, or the brightness of video and image objects. Simply drag the handle either up or down. Even if several objects are playing simultaneously, the volume or brightness of individual objects can still be altered.

The "Burn" interface



Functionality

Select the "Burn" interface to burn your movies (incl. selection menu) onto CD or DVD.

All movies that can be seen as filmboxes in the "Record" interface will also be burned onto CD. If all the loaded movies do not fit on the disc together, you will have to switch back to the "Record" interface and delete some of them from the disc project. To do so, click on the filmbox and press the Del key.

Menu

MAGIX Video deluxe 2007 can add graphical selection menus to your movies. The menu is also burned to CD/DVD and appears when inserted into your player. Just like with a purchased DVD, you can easily select your movies with the help of preview pictures, or access particular chapters within a movie.

Preview

At the center of the monitor you can see a preview of the selection menu. This menu also appears when the disc is inserted into the player later. The numbers correspond to the number keys on the remote control (the ones on your DVD player as well as virtual ones).

Note: At a screen resolution of 1280 x 1024, the program display changes. This makes the program more manageable and easier to use. The work steps remain the same, despite changed display.

Menu templates

In the monitor at the bottom, a whole array of preset menu templates are available. On the left-hand side you'll find a tree structure from which you can choose the type of menu template.

- **Animated DVD menu templates:** These templates contain background and introductory videos as well as music. The DVD menu's tools are displayed in various modes (for example, selected buttons). The templates can only be used for mini DVDs and DVDs. If you burn a VCD or SVCD, still pictures and normal tools will be shown.
- **Static menu templates:** Here you can find templates that match your VCDs and SVCDs. They consist of normal background pictures and tools
- **TV showtime DVD menu templates (PLUS version only):** With these templates (suitable for mini-DVDs and DVDs) your pictures will be displayed, not as small preview pictures, but rather as fullscreen preview pictures for every menu page. With the "Skip" button on your remote control you can present the chapters with the help of the preview pictures, like in a slideshow with the option of being able to start the movie at any time from the current preview picture.
- **HD Windows Media (WMVHD) menu templates:** These templates contain impressively sharp and high-resolution background pictures that really come into their own when you burn a HD Windows Media Disc.

Note: For these menus the "Movie and chapter menu" mode in the menu design must remain active.

If you selected a type of menu template, you can use the horizontal scroll bar to view all the templates. There are lots of options when using the templates:

- If you wish to apply a template to all menu pages, click on "Complete" in the template bar and double-click on the template of your choice. The complete template will then be applied.
- You can also change the various elements of the individual scenes. If, for example, you wish to change the font, select "Font" and double-click on the template with the desired font. The template in the middle immediately shows you the results.



You can load the template (or individual template elements) for the current menu (movie or chapter) as well as for all menus..

Menu entries and preview pictures

The preview pictures and the menu title can be moved freely in the preview monitor. To do so, hold down the "Ctrl" key, click on the preview picture and drag it wherever you want. A double-click on the preview picture or on a menu entry opens an editor with which you can adjust the preview picture or text entry. Use the slider to scroll through the photos or videos to search for a suitable preview picture. With "Use different graphic" you can load BMPs for your menu pictures.

Menu editor



Spanner: You can open the Menu Editor mode via the "Spanner" button.

You can now freely position and scale text fields and the preview picture. Simply press the left mouse button and drag them to the desired position. You can alter the size by dragging the frame.



Grid button: You can precisely align the frame positions with one another using the grid button.



Set page proportions: To avoid distortions you can use this button to set the page proportions of the menu elements.



Group: Menu elements are edited simultaneously as a group, including the description text and number.



Copy button: With the help of the copy button you can apply the menu settings to every template menu.



Edit in MAGIX Photo Clinic (PLUS version): Use the last two buttons to open MAGIX Photo Clinic for further editing of your background pictures or menu elements.

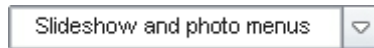
Menu design



The Menu design button allows you to deactivate menus or design them as you like.

Menu modes

"Menu design" lets you deactivate the menus entirely or only apply the movie entries.



You can choose from 3 different mouse modes:

- **No menus:** The movies are burned to CD/DVD sequentially. When the disc is inserted, it starts playing automatically.



Use the Skip buttons on your remote control to change to the previous/next movie. Since there is no menu burned to CD, a menu preview is not available.

- **Movie menu only:** When the disc is inserted, the menu appears from which you can choose a movie on the disc by pressing the corresponding number key on your remote control. The movie is then started automatically. If, after a while, you haven't selected a movie, the first movie on the disc will start automatically.
- **Movie and scene menus:** In addition to the movie menu, there is a chapter menu for each movie. When selecting a movie, switch to the accompanying chapter menu, where you can choose individual scenes via the numbers on your remote control.

Warning: A scene menu may only contain up to 99 entries. If your movie should have more scenes, either burn it without a scene menu or split your movie into multiple parts (see Edit menu).

A note on S-VCD disc compatibility

DVD players of some manufacturers may occasionally have playback errors despite the disc being fault-free if disc projects are burned in the mode 3 (movie and scene menu) and/or a larger number of

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photos is included. You can avoid compatibility problems by:

- Using of menu mode 1 or 2 for SVCDs,
- Restricting it to only one slideshow per disc, or
- Deactivating the PBC (Play Back Control) function - i.e. the menu navigation of the DVD player.

Elements

Preview pictures: Shows/Hides the preview pictures in the menus for the disc that will be burned.

Numbering: The numbers beside the menu entries can be selected directly using the remote control. You can switch this feature on and off.

Frame: A frame borders the preview pictures. If you think it gets in the way, it can easily be removed using this option.

TV cut: Here you can select if the TV cut chosen from the menu should be used on the disc that is to be burned.

OnDisc Editing: Load project from disc (PLUS version)

Use this button to load a DVD-/RW for OnDisc Editing.

Further information can be found under On-Disc Editing (see page 95)!

Background graphic

Here you can integrate your own background picture into the menu (BMP or JPEG format), individual pictures (frames) from slideshows can also be selected.

Animated Selection menus (for DVD and mini-DVD only)

Audio-visual animations can be added to DVD menus. The background videos are played as endless loops while the menu is shown on the screen. You can also set up background sounds in various formats or the background picture of your choice for each menu. Please note that the animations can only be used with DVDs and mini-DVDs, but not with CD formats.

Advanced DVD options: Using these buttons, you can activate/deactivate the animated menus in the video monitor of the "Burn" interface as well as the advanced DVD menu templates in the template bar.

Intro video: You can use this button to load videos into the preview
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monitor to be used as introductions to your DVD or mini-DVD. The following formats are supported:

".avi", ".mpg", ".mxv", ".vob". The intro is played immediately after the DVD has been inserted into the player. The DVD menu will then appear.

Background music: Press this button to load an audio file into the preview monitor and use it as an animation in the menu background.

Background video: Press this button to load a video or graphic file and use it as an animation in the menu background. In addition to the options for the background graphic (see above), you can also use a sequence from a loaded slideshow or from a different video file.

Options for "Background video"

Create animated menu buttons: The preview pictures for individual movies from the movie menu are shown as small movie samples. You can set the the start point and length of the animation using the sequence option's faders.

Use the audio track of the video: The audio track of the background video is used with the menu.

Play background movie in loop mode: The background movie is played as a loop.

Length of the menu view is set by: audio/video or whichever medium is longer. Here, you can specify how long the background video should be. The other medium will be played as a loop.

Actions at the end of the movie (only in the movie menu)

Here, you can enter which action should be carried out once the movie has finished playing. You can:

- Stop playback
- Jump to the movie menu or photo menu
- Jump to the next movie
- Play movie in looped mode.

Looped mode ("Turn your TV into an aquarium")

You can also burn any movie sequence as a loop onto CD or DVD. This means that the sequence is played as a endless loop until the the next menu entry is accessed via the remote control. This way, you can transform your TV into an aquarium, a train journey or

anything that you could watch over and over again.

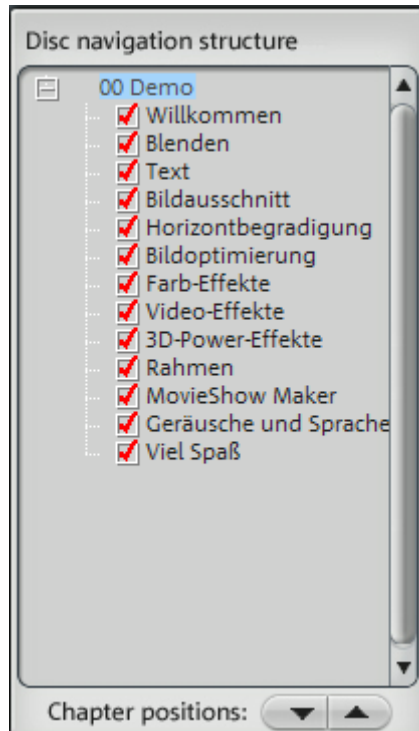
Open the menu entry editor (see above) for your movie and activate the option "Play movie in looped mode".

Caution: This option does not exist for individual chapters in the menu entry editor.

Navigation



When you click on the "Navigation" button, you will see the structure of the menu.



The menu of the disc has a two-level maximum.

Movie menu: All movies from the "Record" interface are listed as first entries. This menu level functions as the movie menu.

Chapter menu: All chapters from the "Videoshow" monitor are listed as two entries on the right next to the movie entries. This menu level is the chapter menu. It is only available in menu mode 3. If you uncheck the red box, deactivate the chapter entry in the menu.

Chapter position: Here you can sort the order of movies in the movie menu by selecting the movies and moving them around using the arrow buttons.

Remote Control

The virtual remote control is an important helper when it comes to checking how the disc will perform later.

It can be activated with the button on the top right.



When you insert the CD or DVD with your disc project into your player, this remote control will control the preview picture, just like a "real" remote control controls the picture on a monitor or TV. The DVD menu navigation can now be initiated with the cursor key or the OK button. Activated buttons are highlighted.



The number keys select an entry on the menu page. All menu entries are marked with a corresponding number. Within a scene menu playback is started from the corresponding scene, in the movie menu the corresponding scene menu is changed or movie playback is started.

Navigation keys: The navigation keys let you move from one section to the next in the menu of the CD/DVD to be burned. You can switch between individual entries and confirm the switch by pressing "OK". The remote control works just like the remote control for your real DVD player.

Skip/flip back/forward: Skips to next/previous scene if pressed during playback. In the menu you can use it to flip from menu page to menu page.

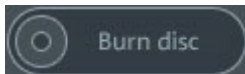
Play: Playback starts with the first entry in the menu. In case both the scene menus and chapter menus are available (see menu mode), the scene menu will be displayed first. Pressing the play button again starts playback of the movie at the beginning of the first scene of the first chapter.

"Stop" stops playback.

Disc Menu switches back to the first page of the movie menu, i.e. back to the start position.

Sub Menu switches into the upper menu of the movie that is currently playing

Burn discs



The "Burn disc" button opens the Burn Wizard where you can select the disc type you want to burn.



For each disc format, there are certain limitations, for example, some do not allow animated menus, other do not allow menus or transitions at all. You can get an overview of these limitations for various discs in the chapter "Appendix: Digital Video and Data Storage"

For DVD player and television.

AS a **DVD**, **Mini-HD DVD**, **SVCD**, **VCD**, **Mini DVD** or **JPEG Disc**.

Burn JPEG disc



The "JPEG disc" is a special case. No video file is created to be burned, but rather every photo in the disc project is exported individually with effects and burned onto CD or DVD. Many modern DVD players can play JPEG files directly.

If a project contains several slideshows, a subfolder will be created for each one and the respective images placed into each one. This means that there are no menus, no sound, no animated effects or transitions – although it does offer the best possible quality available for playback on TV. This means that there are no menus, sounds, animated effects or transitions, it does, however, offer the best possible quality available for TV playback.

For PC and monitor

Play as **"WMV HD (HD Windows Media)"** (see page 89) for the PC at high quality in the Windows Media 9 format on CD or DVD – autostart-enabled for every modern Windows PC or for special DVD players like the Windows Media 9 format (Please read the instruction manual of your DVD player).

Slideshow without menu: In this case, the pictures will be burned

with only a few effect settings. This disc can then be used to view a slideshow on a PC with the viewing program MAGIX Media Manager. Alternatively, these discs can be used as a backup of your original photos.

Burn WMV HD (Windows Media High Definition Disc)



WMV HD (Windows Media High Definition Disc) is a type of disc optimized for playback of slideshows on PC. The slideshow(s) are converted in a high-resolution format into the Windows Media 9 format and a menu is added, like with DVDs. You must have Windows Media Player 9 or higher installed on your PC.

The **slide shows** are encoded, by default, in HDTV resolution (1280 x 720, also known as "720p"). To select different resolutions, click on the button "Encoder settings" and in "Presets" choose the following:

- Standard PAL (720x576) or NTSC (720 x 480)
- Standard PC resolutions (1024 x 768 or 1280 x 1024)
- HDTV 720p (1280 x 720) or 1080i (1920 x 1080)

Burn slideshow disc



All slideshow image and audio files will be burned onto CD or DVD, together with some effect settings and the MAGIX Media Manager CDR player program. The MAGIX Media Manager CDR ensures that the CD-ROM can be played back on any Windows PC regardless of the software installed.

The disc will automatically begin playing the slideshow after the CD-ROM has been inserted into the drive, provided the auto-play feature is enabled on your computer. To enable the auto-play feature on your PC, select the "Auto Insert Notification" option for your CD-ROM drive from the Windows Control Panel. If the autoplay function on your computer is deactivated, start the CD-ROM slideshow manually:

1. Insert the burned CD-ROM in the CD-ROM drive
2. Open Explorer and click the letter of the CD-ROM drive (usually D:). Double-click "MediaManager.exe" to start the MAGIX Media Manager CDR.
3. In MAGIX Media Manager CDR Explorer open the slideshow playlist file with *.PLR extension and play it.

For both (DVD player/ television and PC/monitor).

MultiDisc: This disc type caters for all requirements. It combines WMVHD (Windows Media High Definition Disc) with DVD in one project data backup (Burn options).

Disk space

VCD (ca. 700 MB)	approx. 70 min.
SVCD (ca. 700 MB)	approx. 30-40 min.
DVD (ca. 4.7 GB)	approx. 2 hours
Mini-DVD (ca. 700 MB)	approx. 20 min.

Especially with the MPEG-2 Encoder, which is used on SVCDs, DVDs and mini-DVDs (that is, on CD-ROMs written in DVD file format), it can be difficult to supply reliable relating to the required memory space. If the "Variable bit rate" of the MPEG-2 Encoder is activated, encoding will occur according to the movements in the picture. The required memory space is dependent on the movie material, therefore, an action movie would need more memory space than a period drama, for instance.

If you cannot save your disc project on a blank CD, you will have to divide it up into various parts.

A movie, for example, can be burned onto 3 SVCDs by creating three separate disc projects (beginning, middle, end) and burning them one after the other.

Further information on MPEG compression and formats can be found in the "Video and data formats" chapter.

Test series with variable encoder settings

If you would like to know how much memory space you require for various encoder settings, you should run some simulations before burning.

So you don't waste any blank CDs while testing, you should activate the "Simulate first" option.

Then create, for example, a short (ca. 5 min.) disc project and simulate burning in multiple cycles with various settings.

After every simulation you can access the MPEG-1 or MPEG-2 file on

the hard disk to check how large the file has become.

From the results, you can extrapolate how much disc space your disc project will require. The memory requirements of a 5-minute disc project would have to be multiplied by 20 in order to estimate the space required for a 100-minute movie.

You should also add some time for the buffer of the selection menu.

Separate disc project onto multiple discs

Automatic: if the disc project requires more memory than is available on the CD or DVD, a dialog will appear before burning asking whether the disc project should be automatically segmented for multiple discs. Confirm this by clicking "Yes". The disc project will then be automatically divided into individual disc projects and burned sequentially onto multiple discs. This is the easiest method as everything is automatic and all you have to do is insert a new blank CD when required.

Manually: Case 1: If several movies do not fit onto a single disc...

In this case, switch back to the "Record" interface and delete as many movies as is needed until the remaining movies fit onto the disc. You can create a new disc project and load and burn the other movies afterwards.

Case 2: When a long movie doesn't fit fully onto disc...

This movie has to be split into two or more parts that will be burned separately onto disc.

- Switch back to the "Videoshow" monitor view and place the start marker to the position at which you wish to divide the movie and select the "Separate object" option in the Scissors menu.
- All passages behind the start marker will be removed from the movie and made into a smaller movie. Both movies can be accessed via the movie flip menu. Save both of them separately to your hard disk ("Save movie" menu option, for example, as "Part 1" and "Part 2").
- Remove one of the two movies (for example, "Part 2") from the disc project ("Remove movie" menu option).
- Switch to the "Burn" interface and burn the first movie ("Part 1") to CD or DVD.
- Create a new disc project ("New" button), switch to the "Record" view and load it into the second movie ("Part 2").
- Switch to the "Burn" interface and burn the second movie to CD or

DVD.

Burn as a DVD, Mini-HD DVD, SVCD, VCD, Mini DVD.

During the burning process the picture files are converted into video files.

Here you can select your burner, the type of disc, the encoder settings. For video CDs it is MPEG-1, for Mini DVDs, Super Video CDs and DVD, use MPEG-2.

Mini-HD DVD uses MPEG-2, and higher bitrates are employed in order to reach the higher HD resolutions.



1. **Set up burner and burn speed:** If you have multiple burners installed, you can select which device you wish to use in this menu.

2. **Encoder settings:** Use the "Encoder" button to access the selection dialog where you can specify the properties of the MPEG Encoder (memory requirements, quality and duration of the MPEG conversion).
The "Advanced" button opens the "Advanced settings" dialog. Here you can adjust all the fine settings of the MPEG encoder.
3. **Burning disc/starting video encoding:** "Burn disc" starts the disc burning process. Every time you burn and every time a simulation is carried out, the disc project is encoded (for VCDs with MPEG-1, with SVCD, DVD and mini-DVD with MPEG-2). You have the option of choosing a **storage location** for the MPEG file on the hard disk. Please note that the MPEG file is not deleted from the hard disk after the burn process has finished. Depending on the length of the project, encoding and burning may take some time. The time required can be seen in the dialog.

Options

Simulate first: If you do not know the burner speed or the memory required on the disc beforehand you can simulate the burning process first.

Add Backup to Project: In addition to the selected video format, this option lets you also store your project data on the storage medium. You can then load the disc project from the completed disc (see page 230) for re-editing or simply creating a modified version.

Enable buffer underrun protection: Buffer underruns occur whenever the data stream is interrupted during the burning process. This, in turn, results in an empty buffer, which will ruin the blank CD. Under normal circumstances, this option should be enabled.

Completely format DVD/CD-RW media: This re-formats the RW media and deletes all data on the disc.

Prepare disc for on-disc editing: DVD+/-RWs allow you to add more slideshows to the disc or edit the menu. The disc must be burned with the "Prepare Disc for OnDisc Editing" option enabled. Further information on this subject is available under "OnDisc Editing".

Shutdown after burning: Activate this option to automatically shut down the PC after encoding and burning is complete. For instance, you can start encoding and burning in the evening without having to wait until the process has been completed to shut down your PC.

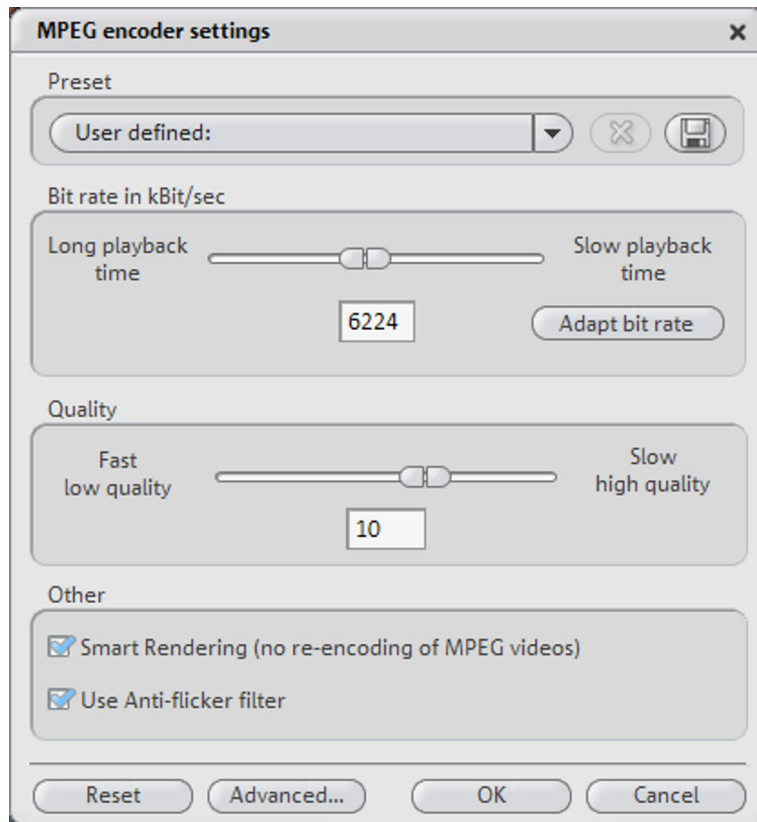
Burn standard video DVD onto same disc (PLUS version): On a www.magix.com

WMVHD disc you can use this option burn an additional normal DVD video onto disc. This ensures that your discs can also be played back on standalone DVD players. See Multi disc (see page 282).

CD/DVD title: This is the title of the DVD as displayed as disc name on the PC. The disc project name is displayed here by default.

Encoder settings

Use the "Encoder" button to access the selection dialog where you can specify the properties of the MPEG Encoder (memory requirements, quality and duration of the MPEG conversion).



Preset: Here you will find additional settings for the selected disc type.

Longplay video DVD DVD with extra-long playtime. The bit rate is reduced, which compromises quality.

Longplay music DVD	DVD with extra-long playtime for music. The bit rate for the soundtrack remains at the highest quality level.
Standard DVD	Normal DVD
Widescreen DVD	Normal DVD in 16:9 widescreen format

Bit rate: The bit rate determines the memory requirement of the completed video. The greater the bit rate, the larger the file, and the shorter the maximum playtime of the movie that fits on a disc.

Adjust bit rate: The expected file size of the finished video is estimated, depending on the set bit rate. If the movie does not fit onto the disc, the bit rate is corrected accordingly.

Quality: Determines the quality of the encoding process. The higher the quality, the better the finished video will look; however, encoding will take considerably longer.

Smart rendering: With Smart Rendering you can considerably reduce the encoding effort for MPEG files. With the production of MPEG files, only those parts of the movie that were changed in the program (e.g. by video cleaning or effects) are re-encoded. Please note: The MPEG files contained in the movie **must have the same format**, i.e. the bit rates (variable or constant), audio formats, image resolutions and video formats must match.

Anti-flicker filter: This option should only be activated for playback on a TV screen, which reduces line flickering.

To return to the standard settings, please use the **Reset** button.

The "Advanced" button opens the "Enhanced Parameters" dialog. Here you can adjust all the fine settings of the MPEG encoder. Please also read the Annexe MPEG Encoder Settings (see page 283).

OnDisc Editing

With OnDisc Editing you can burn more movies onto disc at a later stage and customize the menu accordingly. It's also possible to just rework the menu.

In order to use OnDisc Editing, the "Prepare disc for OnDisc Editing" option has to be activated. You can find this option in the Burn options (see page 93) of the Burn dialog.

On Disc Editing: **Load project**

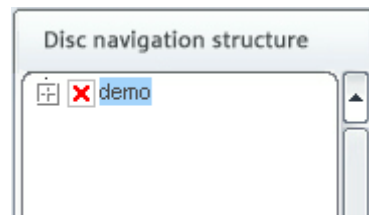
To put a movie onto DVD, first load the movie and then switch to the "Burn" interface. Insert your DVD+/-RW and press "**Load project**".

MAGIX Video deluxe 2007 will ask you if you wish to add the loaded movies to the disc. If you answer "Yes", the entries will be added to the existing menu.

It is **not** possible to edit movies you have already burned onto disc later in the Burn window (To do this, please use the "Restore backup" function). You can only change the menu.

In addition to normal menu design possibilities (see Burn window) you can hide entire movies in On Disc Editing mode, for example, to replace them with an entirely reworked version.

Select a movie in the navigation structure and press the **Del** key. To display the movie again, press **Shift+Del**.



Important: Deleting certain parts of your DVD+/-RW is not possible. Every new version of the menu will be burned additionally to the disc. Accordingly, the remaining disc space becomes less and less the more changes you make. Deleting movies from your DVD is similarly not possible. When you remove a movie from the menu, it will still be played, providing "Actions at the end of the movie" is set up accordingly (see "Menu entry properties" in the "Burn" interface).

With "Burn disc" you can create your "new" disc. Here, only the new movies and the adjusted menu will be encoded and burned to disc.

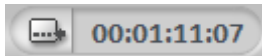
Videos and Pictures

Video Monitor

You can adjust the size of the video monitor. The video monitor can be adjusted in size by clicking the screen with the right mouse button and selecting the desired size from the context menu - either from the **presets submenu** or self-defined ("**user defined**").

You can also determine the size according to the size of the movie or to an individual video clip in the movie. By **maintaining the original dimensionality**, black frames appear if the display format of the monitor does not correspond to that of the video played. You only need to deactivate this option if you want to display a distorted video, e.g. if it was incorrectly encoded.

To remove the arranger and Mediapool video monitor, deactivate the standard layout in the menu window. It can then be positioned on the screen as you wish.



With this button you can add a large time display on the video monitor.

It displays the current play marker position. In the Context Menu you can also select the background color, foreground color and transparency.



Overview Mode (Window menu or the button on the video monitor) gives you an overview of the entire arrangement

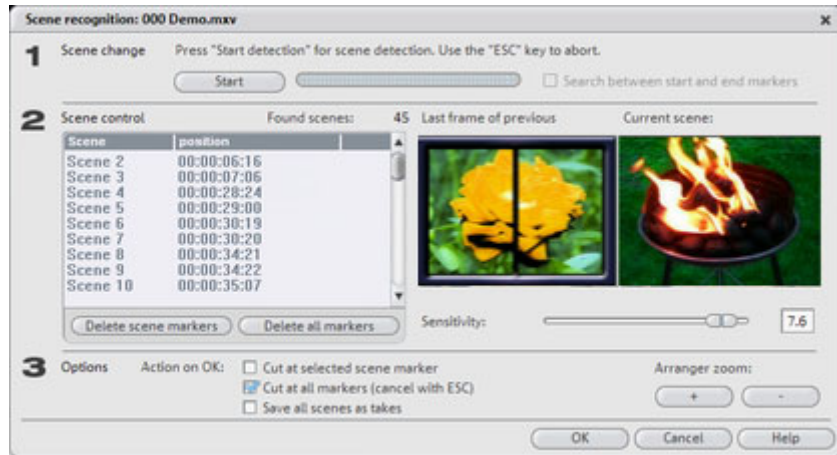
but you can still quickly access the sought object. You can zoom directly to the video monitor or move to the section displayed in the arranger.

The video monitor's size can be increased to the full size of the screen by double-clicking on the video monitor or by pressing **Alt-Enter**. You can leave the maximized mode by pressing Escape (Esc). You can also shift the video monitor in full screen mode and access it via the context menu (right mouse button). There you will also find menu entries for fading the transport controller in and out of the full screen video monitor.

Tip: Useful presets for the arranger and video monitor can be found

in the tab Display presets (see page 237) in the program settings.

Scene Recognition



Click on the FX button on the Filmbox or on the scene within the Timeline Mode and select "Scene Recognition" from the menu.

The scene recognition function analyzes the movie for scene transitions and scans for drastic changes in the brightness and color distribution within the picture. The program then partitions the movie into individual scenes based upon the analysis.

Digital Video "time stamps" (points in time at which the device was switched on and off) are also recognized as separate scenes.

1. First select "Start" from the "Search scene change" box. The search for possible scene transitions will then start. With longer material this may take some time. The complete analysis must be made only once for each recording as the resulting data is stored with the source file. If the scene recognition is performed again with the same source material, the scene transitions found are immediately displayed. If you are still not happy with the resulting scene partitioning, simply repeat and correct where necessary.
2. All found scene transitions in the list can be checked in the dialog. Each scene marker can be selected or even deleted. Select a scene transition from the found scene transitions in the list and use the preview images to check whether the found transition is

really a scene change or not.

Tip: This option is helpful, for example, if a camera flash was captured in the source footage. The flash from the camera would cause a sudden brightness modification even though there was no actual scene change.

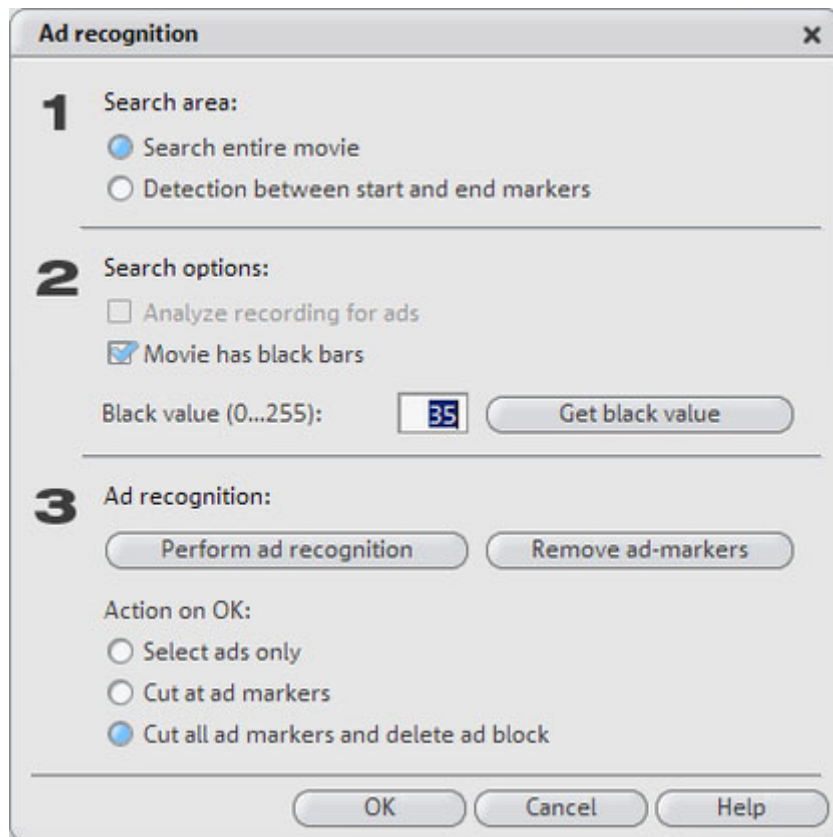
The preview always displays the end of the previous scene and the beginning of the new scene. If the images do not differ except for the brightness, the scene may have been wrongly recognized. In this cases select "**Delete scene marker**".

Via the zoom +/- buttons you can enlarge the part of the arranger where the selected scene begins or previous scene ended.

You can use the "**Sensitivity**" controller to change the sensitivity of the scene recognition, so that different scene changes can be found depending on the setting.

With "**Action on OK**" you can specify whether the movie should be cut at the selected scene transition or at all scene transitions and whether the found scenes should be saved as Takes.

Searching for and removing ads (PLUS version)



The "Ad killer" can be used to automatically locate and remove commercials in recorded TV programs.

How does it work: First, characteristics typical for commercials are located and then the entire section including the ads is edited and removed. This is particularly effective in movies broadcast in 16:9 widescreen format, as there are two visible black borders at the top and bottom. The borders disappear when ads are shown, thus the ad killer searches for when they disappear and edits the movie at this positions. Using the button "Retrieve black" you can click on the black bars in the monitor and thus set the color shade in order to improve detection. A further characteristic typical for commercials is raising (maximizing) the volume.

In this dialog you can specify whether you want to cut the ad block immediately or highlight it first. Furthermore you are offered various search and display options.

Key: Shift + C

Separate audio from video material

Select "Adjustment/information" > "Audio/video adjustments" > "Extract sound from video" from the File menu. Videos with a sound track will now appear in the Timeline Mode as two separate objects (audio object and video object). The two objects automatically form a group.

To edit the audio and video objects separately, select the function "Dissolve group". Now you can replace the audio or the video track, or process each file separately. Re-join/regroup the tracks with the "Export arrangement" function.

Shrink or interlace videos

Videos can be made smaller when both videos are above one another in the arranger.

- Place two videos one above the other in the tracks. Position the foreground video on the track beneath the background video.
- Select the foreground video and select "video effects" option in the Effects or context menu in order to open the video controllers.
- Make sure that the "Stamp" mix effect is activated in the video controller. Use the video controller zoom shot buttons to make the lower video smaller so that the upper video is visible in the rest of the screen.
- To move the reduced video, use the position buttons or drag & drop the foreground video into the desired position.

Tip: Interlacing images with the Image Size and Position options is more elegant ("Num.Edit" in the Video Controller).

MAGIX StoryMaker

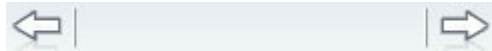
MAGIX Story Maker gives you complete control over your entire

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movie. MAGIX Story Maker is divided into five areas, which can be accessed by the buttons "Optimize", "Decorate", "Fade", "Movement" and "Rotation" located on the very left of the dialog.

Tip: You can also use Story Maker in fullscreen mode! To do this, first open the Story Maker and then switch to fullscreen mode in the preview monitor. You can then view your scenes in an enlarged view and edit them with Story Maker at the same time.

Constant control elements



Navigation buttons: Use the two navigation buttons at the bottom of the dialog to move through the slideshow and select the photos one after the other.



Duration: Click on the button beside the display. Here you can specify the display time of the selected photo.

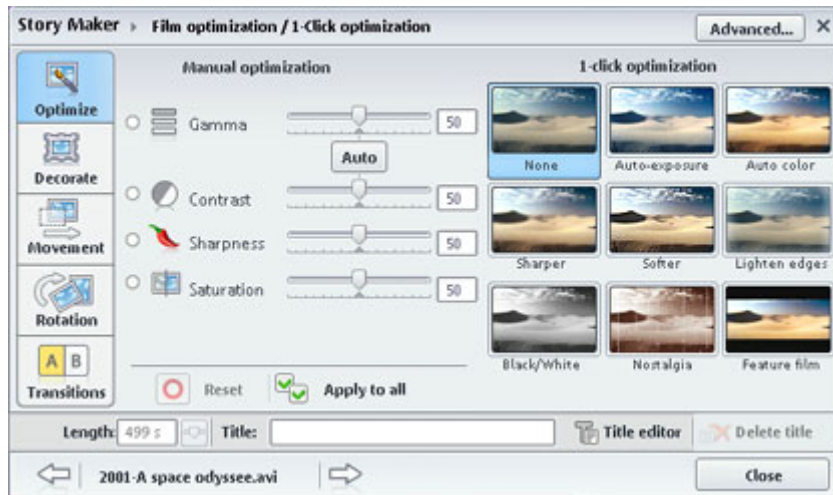


Title: Provide a title for the photo and use the "Title Editor" button to format it and add effects.



Reset: Every view in the Story Maker has its own "Reset" function that resets the settings of each view.

Optimize

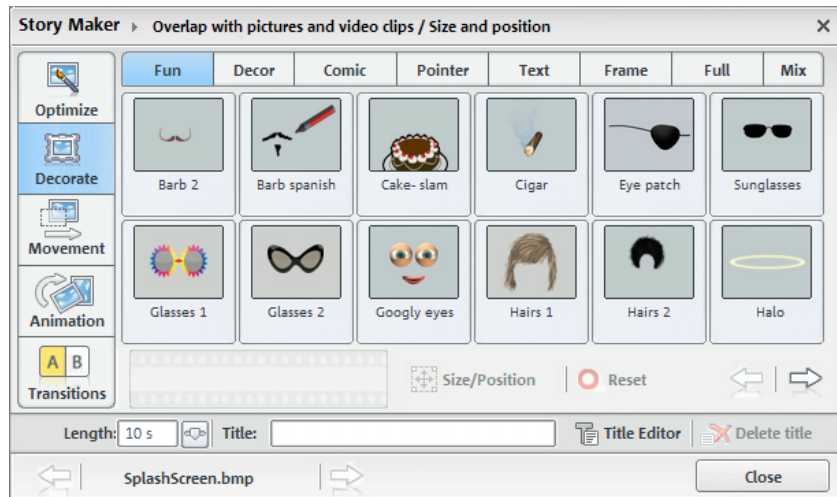


Use this button to reach the picture optimization dialog. Either choose a 1-click optimization or use the fader to change the brightness (gamma), contrast, image definition, and color saturation.

Advanced: Opens the "Optimize photo (see page 179)" dialog, which contains more precise settings for picture optimization.

Tip: You can also use Story Maker in full screen mode. To do so, first open Story Maker and then enter full screen mode via the preview monitor. You can then conveniently see your photos on the full screen and work in Story Maker at the same time.

Decorate



In the "Decorate" view there are lots of ways to optically enhance your work. Under the MAGIX Story Maker title you'll find various decoration categories that help you out when making your choice.

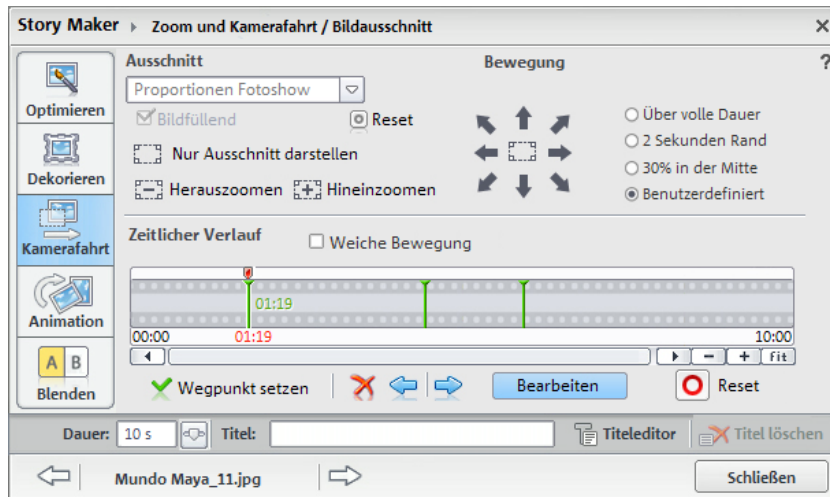
All you need to do is click the corresponding element and you can start playback by pressing the space bar.

Filmstrips: With the start and end markers in the filmstrip you can specify at which point you wish to see the decoration and when it should finish.

Size/Position: Here you can open an Editor with which you can set the size and position of the decoration. Here you can also have the decorative elements follow the movements.

Arrows: A category usually contains more elements than can be seen. Use the arrows to switch to the previous and next pages of each category.

Camera (only in the PLUS version)



Section

In the video monitor on the right, you can set a picture section to serve as the basis for the movement effect. Press your left mouse button and drag out the section you want to use.

Keep proportions: In this menu you can select the format for the section. The format of the original picture is used as the default.

Fullscreen: If this check box is ticked, the opened section will be zoomed to fullscreen. If this option is switched off, it won't be possible to add movement to the section.

Display section only: With this option, a static zoom is used to show only the desired portion.

Zoom out: The selected picture section is displayed and is then zoomed out to display the entire picture according to the time (set in "Length of movement").

Zoom in: The entire picture is displayed and is then zoomed in to show only a smaller picture section according to the time (set in "Length of movement").

Motion

The chosen selection moves across your screen in the direction set with the arrow keys. Horizontal and vertical movements can be carried out simultaneously. The speed of movement is set in the

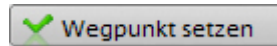
"Length of movement" field.

Length of movement: The duration set here determines the speed of the corresponding movement effect.

Time progression

Soft movement: Normally a hard, unnatural pan is the result of set travel points. This option makes sure that the progression of these movements is executed more softly and more naturally. However, you should note that it can happen that a pan slightly exceeds the frame border.

Here you can position various sections to any of the so-called travel points. The sections move between these travel points so that you get the impression of a camera movement or that you are zooming out.



First off, set the red marker in MAGIX Story Maker or the start marker to the desired position.

Then open the desired section in the video monitor and click on "Set travel point".

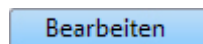
You can set as many travel points as you like with various sections within a photo. The travel points can be moved using the mouse.



The current travel point can be removed with this button.



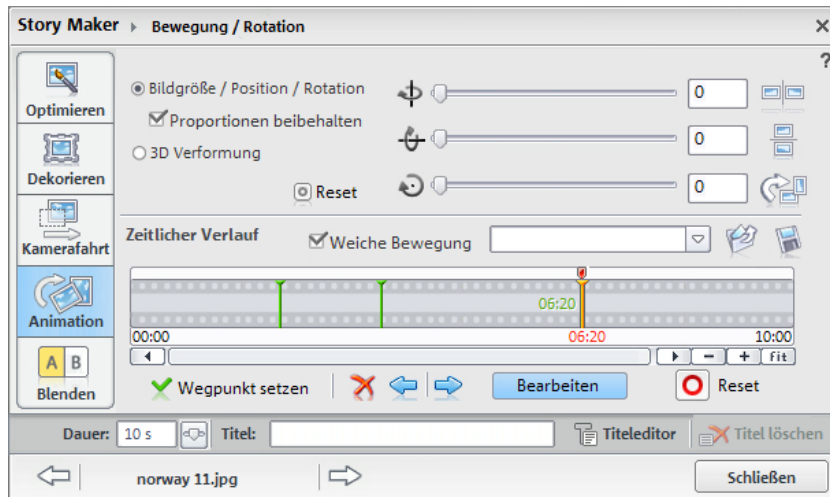
Switches to the next/previous travel point.



Switch off the "Edit" mode to view the current section at full size on the video monitor.

As standard, when the MAGIX Story Maker is opened, the entire picture with the visible section as a frame is displayed.

Animation (only in the PLUS version)



Picture size / Position / Rotation: In this mode you can adjust, move and rotate the photo any way you like. The **Keep proportions** option makes sure that the photos are not stretched.

3D distortion: This mode lets you view photos in various 3D positions. To do so, move the edges of the frame that you can see in the video monitor. If the photo is rotated around the vertical or horizontal axes (see below), a 3D distortion is not possible.

Note: To adjust the size or 3D shape simply click the corner points of the frame that can be seen in the video monitor and drag the corner points to the desired position. You can adjust the position by clicking on this frame and move it using the mouse button.



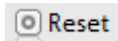
If you rotate the photo vertically while in 3D mode, distortion will be deactivated.



If you rotate the photo horizontally while in 3D mode, distortion will be deactivated.



Rotates the photo around its center point.



This button only resets the current rotation settings. The progression (see below) is not affected.



Mirrors the photo vertically



Mirrors the photo horizontally

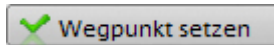


Rotates the photo 90° clockwise

Time progression

Soft movement: Normally a hard, unnatural pan is the result of set travel points. This option makes sure that the progression of these movements is executed more softly and more naturally. However, you should note that it can happen that a pan slightly exceeds the frame border.

Here you can set various rotation positions to any of the so-called travel points. The positions are moved between these travel points so that the photo starts rotating.



First off, set the red marker in MAGIX Story Maker or the start marker to the desired position.

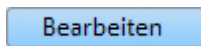
Now move the frame to the desired position and click on the "Set travel point" button. You can set as many travel points as you like with various positions within a photo. The travel points can be moved using the mouse.



The current travel point can be removed with this button.



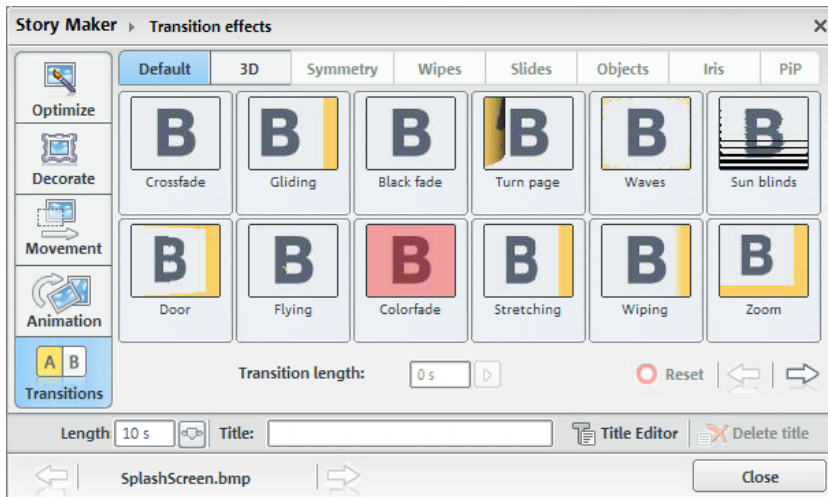
Switches to the next/previous travel point.



Switch off the "Edit" mode to hide the picture frame.

As standard, when the MAGIX Story Maker is opened, the picture is displayed with a frame.

Transitions



Here too, like in the "Decorate" view, the transitions are divided into various categories. First choose the category from which you wish to use a transition effect from beneath the title line of MAGIX Story Maker.

Now choose a fitting transition and set their durations.

Advanced: This button opens a menu that makes all transition effects available for direct access.

Movement (Story Maker)



Using the "Crop" window (the right-hand side of your MAGIX Story Maker window), you can select a portion of your picture to serve as the basis for a movement effect. Simply click and hold your left mouse button and drag it to select your cropped image.

Show photo selection: This option uses a static zoom to display only your cropped picture.

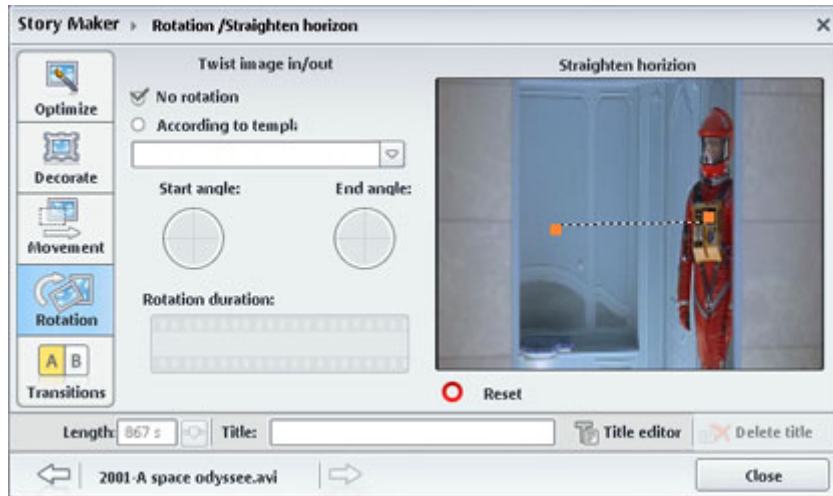
Zoom Out: The cropped picture is shown and then, over the length of time selected in "Length of movement", zoomed out to reveal the picture in its entirety.

Zoom In: The entire picture is displayed and then, over the length of time selected in "Length of movement", zoomed in to reveal the cropped picture.

Virtual Camera Movement (Move a Cropped Picture): The cropped picture is moved across the entire picture in the direction of the selected arrow keys. Simultaneous horizontal and vertical movement is also possible. The speed of the picture's movement is determined by the "Length of movement" box.

Movement Duration: The duration selected here determines how long the corresponding movement effect lasts.

Rotation (Story Maker)



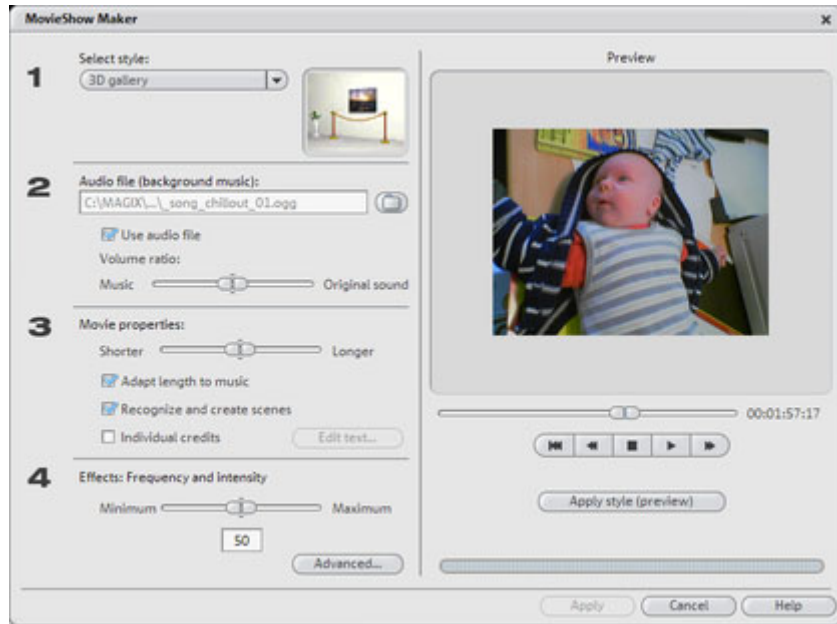
Turning the picture back and forth: Choose a rotation for your picture. Click on the circles labeled "Start Angle" and "End Angle" and turn them. They also show the how far along the rotation is. "Rotation duration" shows and changes the length of time needed for the rotation.

Horizontal Adjustment: In order to properly align pictures, simply draw a line to set the horizon line. Your picture is then adjusted accordingly.

MAGIX MovieShow Maker

The MovieShow Maker creates spectacular slideshows from your images with the click of a button.





Style: Movieshow Maker automatically adds effects and transitions and additional styles of your choice to your movie, for instance, silent movie, wedding video or movie clip. Simply try out the styles!

Use Style between Start and End Marker: When this checkbox is activated, the style is only used between the start and end markers. If it is not activated, all the material from the slideshow is used.

Audio File (Background Music): You can select either a song or additional sound recordings for use as background music.

Volume ratio: This slider lets you adjust the mix levels between the music and the original sound from the movie file.

Movie Properties: This slider is used to set the length of the show. Both the transition effects and the display time for the videos are increased or decreased depending on the length of the film. When the option "**Adapt length to music**" is activated, the film length will correspond exactly to the length of the loaded audio file (see above).

Use Custom Trailer: Here you can enter your own individual text for the trailer. Use the Edit Trailer Text button to make changes to the text later.

Effect Frequency and Intensity: The Effects slider controls the

automatic effects. Try all the different styles on your films. You'll be amazed at all the possibilities available to you.

The **"Advanced"** button allows you to specify the elements to be used.

Apply Style (Preview): In the preview monitor on the dialog box, you can see for yourself how each of the styles affects your MovieShow.

Takes

Takes are handled like other objects within the Timeline mode. (See Timeline mode). They are references to multimedia files or special objects (visuals, titles etc.) and include the additional characteristics an object may possess, such as start and end points, fades, effects editing and effects curves. Takes can be used for the following applications:

- Divide your videos into takes while loading into the arranger. Begin by pressing the "Media/Movie" button. The Play/Rewind/Fast-Forward transport functions are now active for the selected video file within the Media Pool. The Extras button allows you to set the In and Out points for the scene. The selected scene can subsequently be saved to the Takes directory.
- All scenes found by the automatic scene recognition function can be stored in the Takes directory, enabling quick assembly of scenes.
- The takes directory may be used to as either a source or a destination directory. Use the Takes directory to build complex storyboards: You can place takes from the directory into the arranger, or drag new scenes into the Takes directory allowing you to build complex storyboards along the way: The individual scenes that make up the video are cut first, before being arranged on the tracks.
- Since Takes also contain corresponding effects, one can store different variations of the same movie with different effects in the Takes directory. The Takes directory uses very little memory in contrast to rendering out the actual video files!

Transitions (fades)

When you drag movies or scenes into the Arranger, regardless whether in Timeline or Storyboard mode, they will appear directly one after the other. This is known as a "hard cut". Transitions are stylistically a very important element for spicing up into your movie.

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With MAGIX Video deluxe 2007, there are many ways to fade from one scene into another.

This means that for the duration of a transition, two scenes are shown at once which can be mixed together in different ways. These are called "Transitions" or "Fades". You will find a multitude of different variations in the Transitions folder in the Media Pool.

Transitions in Storyboard Mode



By simply clicking on the transition symbol between two individual photos, you will open the transitions menu.

Here's where you'll find all transitions that MAGIX Video deluxe 2007 has to offer. Simply select a transition. You can also choose the **length of the transition**. "**Apply to all**" applies the setting to your entire slideshow. Additionally, you can set random presets for each transition ("Random Transitions") or apply the selected preset to all.

Simple crossfade in Timeline Mode



A simple transition can be created in the Arranger of the Timeline Mode by dragging one object over another. A **crossfade** is automatically created. With this basic transition, the brightness of both images will be added together, and then one will be faded in as the other is faded out simultaneously. The duration of the crossfade is displayed in the Arranger by white crossing lines. You can adjust the length of the crossfade by dragging the upper object handle of the second object to the left or to the right.

To select a transition type, click on the transition symbol, which is displayed on each selected object, and choose your favorite from the menu. The transition icon will change, depending on your selection.

Drag & drop on a hard transition

Click on the "Fades" button in the Media Pool. The transitions folder will now appear in the file list. Like always, clicking on a transition once will bring up a preview.

Now just drag the desired transition and drop it on the second of two photos you want to crossfade. Only when the mouse pointer with the transition preset is placed over a scene change will it turn into an object symbol. The object at the back will be shifted to the front to accommodate the transition.

The length of transitions is variable, so if you reduce the length, the effect will be played faster accordingly. There are two different types of transitions: vfw transitions and Alpha transitions. In the Media Pool they are displayed as blue/yellow icons with the letters A/B.

Double-clicking on the crossfade opens a settings dialog in which you can **set up** various effect parameters. Thus, a vfw-icon in the Media Pool can represent an entire group of different effects.

The Alpha transitions (in the subfolders: "Picture-in-picture", "Objects" and so on) are actually pre-produced black-and-white videos, which are used as transitions thanks to the Alpha-keying effect

Tip: Be careful when using transitions! While carefully observing movies on TV or at the theater you may notice that a "hard cut" is generally used and transitions are quite rare. Videos often look unprofessional if a transition is inserted after every scene transition.

Custom Slide FX with Alpha-keying (PLUS version)

Alpha keying extends the range of transition effects used to produce black & white movie transitions or selected color fade-ins and fade-outs. Select "Alpha effect" in the video controller and configure it as its own transition. Alpha keying uses the brightness of alpha key objects to regulate the transition between two videos on adjacent tracks.

The alpha-keying object should reside between both videos. Where the alpha-keying object is black, the upper video should fade in where the alpha key object is black, and the lower video should fade into the white areas. Gray passages will result in a blend of both videos to produce a mix. In colored passages, the brightness of the colors is used.

You can create such a video from any video material (also color) by exporting it as a transition (File -> Export movie -> Export as transition). The loaded movie is then exported as a black and white video in mxv format and stored in the fade directory. From there you

can simply drag and drop it out of the media pool or access it from the fade menu.

3D transitions

General options

3D power effects provide versatile and exciting features, for example, creating transitions between two videos. The 3D power effects can be found in the Media Pool under "**Fades**" in the folders "**3D Month**" and "**3D Tile**".

For as flowing a display of 3D transitions as possible, acceleration functions of the graphic card are used. 3D functions on the graphic card can be used over two different software standards: Direct3D and OpenGL. These standards are supported variably well by the respective graphic card drivers. For this reason you can switch between different fade settings for each standard.

Settings

In the transition settings, you can specify the behavior and appearance of the 3D fades. To do so, click on the corresponding fade symbol in the Timeline or in the Storyboard and select "Settings".

The following options are available:

Anti-aliasing

Ugly sawtooths or aliasing sometimes appears on the borders of 3D objects. Anti-aliasing reduces this effect, but also requires more computer power. For this reason, anti-aliasing can be switched on and off under this menu point. This is a global setting for all 3D effects, switching anti-aliasing for a 3D effect applies this setting to all other 3D effects.

Mirror X/Y

Use these options to influence the path of the 3D objects within the fades.

The option "X-axis mirror" horizontally mirrors the movement of the object (along the X-axis).

The option "Y-axis mirror" vertically mirrors the movement of the object (along the Y-axis).

Rendering

Here you can decide which software standard (see above) should be

used for rendering 3D objects: OpenGL or Direct3D.

Both modes use hardware functions from the graphic card for rendering 3D fades. Various results, however, can be achieved, both in performance as well as in the final appearance of the transition.

To use Direct3D, you need to have DirectX9.0a or higher installed on your computer. OpenGL requires a graphic card driver for OpenGL1.1.

This is a global setting for all 3D fades. Switching between render modes during 3D fades applies this setting to all other 3D fades.

Deactivation of hardware acceleration

Hardware-accelerated rendering on the graphic card results in a large-scale increase in performance, but may lead to problems on some systems. Should picture errors in connection with the 3D fades occur, you can deactivate hardware acceleration for the calculation of 3D fades.

Choose the **"Settings"** point in the **"File"** menu. In the **"Playback"** section under the **"3D effects"** heading, **deactivate** the **"Hardware acceleration active"** option.

Important: To apply these changes you will need to restart the program.

Troubleshooting

Problem: The display of 3D fades in the video monitor is rough and jerky.

Solution: The performance of the 3D power effects is dependent on the computing power of your graphic card. For a more flowing display, you can switch off anti-aliasing for 3D fades in the settings dialog, or select a lower resolution for your video monitor. You should also make sure that you have the latest version of the graphic card driver installed on your system. When you export your movie, for example, to DVD, the fades will definitely be displayed smoothly.

Problem: The 3D fade is black or displays other picture errors.

Solution: The 3D effects use hardware-accelerated rendering on the graphic card for picture calculation. This can lead to incompatibilities on certain systems. You should make sure that you have the latest

version of the graphics card driver installed on your system. In some cases, the problem can also be solved by switching between rendering modes (in the fade settings dialog) or by deactivating anti-aliasing.

If you should still be experiencing problems, you can deactivate hardware acceleration, see "Deactivate hardware acceleration".

Problem: When exporting or burning a movie that contains 3D fades, a warning message displays that not enough memory is available on your graphics card to calculate the transition.

Solution: The video memory on your graphics card is not large enough to calculate the 3D effect in the desired resolution. Select a lower resolution (for example, 720x576) in the export dialog's settings. If this problem should still persist, deactivate hardware acceleration, as detailed in the "Deactivate hardware acceleration" point.

Problem: While previewing a 3D fade only a crossfade is shown and a warning message appears: "Insufficient memory for calculating a 3D fade at the current resolution."

Solution: The video memory on your graphics card is not large enough to calculate the 3D effect in the desired resolution. Right-clicking on the video monitor and select a lower resolution under "Resolution presets". If this problem should still persist, try deactivating the hardware acceleration, as detailed above.

Problem: While previewing a 3D fade only a crossfade is shown and a warning message appears: "Insufficient memory for calculating a 3D fade. It might not be displayed correctly."

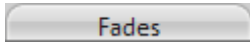
Solution: If you should still be experiencing problems, you can deactivate hardware acceleration, see "Deactivate hardware acceleration".

3D Transitions

The 3D series are an advanced development of the already known 3D transitions and open up new thematic possibilities. The 3D effect and a sensible sequence is to the fore. For instance, you can let photos pop up and disappear on a pinboard, or make it look as if the photos were hung on the walls of a gallery. The series pass over several photos or even entire slideshows.

In MAGIX Video deluxe 2007 there are several options to call up the
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3D series for photos:



1. In the Media Pool, click on Fades and open the 3D Series folder. Select the desired 3D series and drag it onto the first scene change from which you want the 3D series to start.



2. In the Fade menu various 3D series are listed between 2 scenes/objects under the menu item 3D transitions. Click on the desired 3D series to select it.



A dialog will then open where you choose how many of the following fades should be replaced by the 3D series.

Trimming or Fine-tuning videos

You can call up two trimming editors, a cut trimmer and an object trimmer, from the Window menu or from the context menus of video or image objects.

Both trimmers fine-tune objects on the tracks. The object trimmer positions the individual object and its handle precisely within a frame. The cut trimmer configures cross-fades or hard cuts in the same manner. Both trimmers are tools for precise cutting.

Working method

The trimmers perform the tasks as object handles and shifting of objects on the tracks, only more precisely. The video material is movable **within** the object, without having to move the object itself. Consider that an Object represents an instruction to play: The object specifies which material is to be played and when. If you shift the playback starting point, the object moves too. If you move the material within the object, the object remains in its place within the arrangement, but the playback order of the content with the object has been moved or rearranged.

General advice for operating both trim editors

Play functions: The trim window contains its own play functions that allow the object to be played individually or in relation to the arrangement.

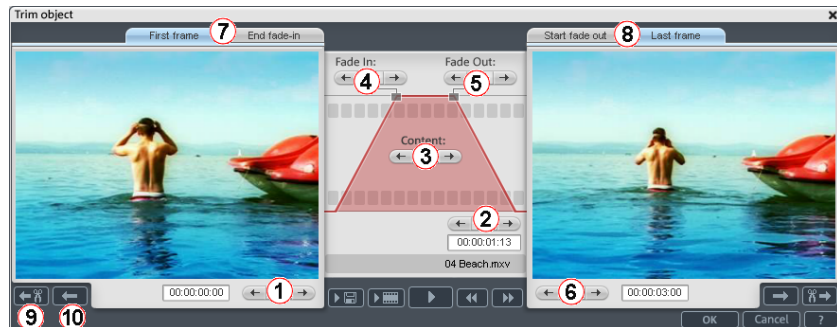
- The right play button plays the arrangement normally. Note: Replays can sometimes appear shaky because the processor may be over-worked and some frames may be left out.
- The middle play button plays the arrangement "frame by frame", which means no frames are left out, but that the replay may be slower.
- The left play button renders material before playing. This method ensures a smoother playback.

The start marker in the timeline is reset when the rewind and fast-forward functions are activated, allowing for complete control of transitions between two videos.

Increments: A click on the +/- buttons in both trim editors sets the handle or the material within an object exactly into a frame. With the Ctrl key you can increase the frame rate (5 frames/sec per mouse-click).

Trimmer for individual objects

A schematic display of the selected object and its handles can be found in the center of the trimming window.



Fade In/Out (4, 5): These buttons adjust the upper fade handles of an object.

Object content (3): Here you can move the video material that is to be played without changing the object length.

Position (2): Moves the object on the track.

First Frame / End Fade-In (7): Toggles the left monitor between the first frame of the object and the end of the transition.

Start Fade-Out / last Frame (8): Toggles the right monitor between

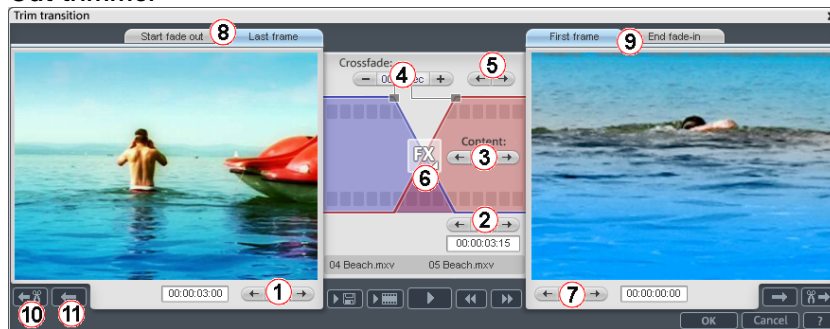
the start of the transition and the last frame of the object.

Left/right arrow buttons (1, 6): Here you can adjust the lower object handles.

Next object/cut (9, 10): The buttons below and to the right skip to the next/previous object and/or cut in the arranger. These buttons make it easy to move and trim objects in the arrangement without having to leave the trimmer.

Key: Q

Cut trimmer



A schematic display of the selected transition and its handles can be found at the center of the trimming window.

Left arrow buttons (1): These buttons move the last frame of the first object while adjusting the second. The length of the transition remains. The display indicates the relative change in comparison with the starting situation when the trimmer was opened.

Position (2): Moves the second object. The length of the transition is changed. This corresponds to shifting an object in the arranger.

Object content (3): Moves the movie under the second object. The length of the object and the object itself are not changed.

Cross-fade (4): changes the transition's length between both objects. The objects remain of equal length. The length can be numerically entered.

Middle arrow buttons (5): Shifts the existing transition. Both objects

remain in their positions, only the transition's center point moves.

Transition (6): Displays the type of transition. A mouse-click opens a pop-up window from which you can select a transition.

Right arrow buttons (7): Move the first frame of the second object. The first object and the transition remains. Only the length of the second object changes.

Start Fade-Out / last Frame (8): Switches the left monitor between the start of the transition and the last frame of the object.

First Frame / End Fade-In (9): Switches the right monitor between the first frame of the following object and the end of the transition.

Next cut (10) / next object (11): The buttons below and to the right skip to the next/previous object and/or cut in the arranger. These buttons make it easy to move and trim cuts in the arrangement without having to leave the trimmer.

Key: N

Image stabilization

The motion stabilizer reduces unsteady camera motion and helps to smooth pans.

Functionality

The motion stabilizer equalizes inadvertent movements in the image by moving the image in the opposite direction in accordance with the wrong movements. This produces unusable edges in the footage that are cut off automatically, and black strips replace the edge of the shifted picture, which are then removed using a zoom shot. The result: a clearly more stable, almost imperceptibly larger picture.

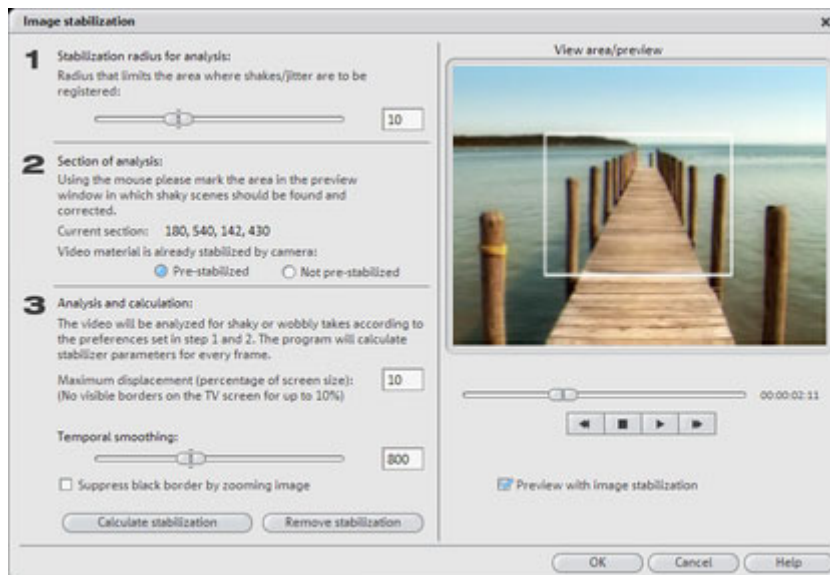
Operation

Activate the motion stabilizer in the video object FX or context menus. You will see the current video object in the preview monitor.

First you have to check the movie material for shaky scenes. To do this, click on the "Stabilize" button. Based on the preset parameters,

a relative shift between the pictures is calculated. After concluding the analysis, take a look at the suggested correction, then use the slider for further adjustments. Use the fader to do this. Once you are happy with the final correction, click OK. – If the first scan did not provide a satisfactory result, try changing the parameters below and repeat the process.

Image stabilization dialog



Stabilizing radius: To prevent the motion stabilizer from recognizing every camera movement as unwanted shakiness, you can determine the radius within which movement is accepted: The larger the stabilization radius, the more shakiness is corrected.

Note: Changing this parameter will require re-analysis of the source footage.

Analysis area: This area determines the area of the footage that should be analyzed. The center of the image is preset. If shakiness occurs in another part of the picture, relocate the analysis area. To do this, use the lasso to "capture" the shaky area.

Temporal smoothing: This value determines the speed of the movements considered blurry. This allows you to differentiate

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between a panning shot and a nervous hand-held shot. Changes to this value are immediately applied.

Cancel: exits the dialog without accepting changes to settings.

Delete corrections: Resets the current settings.

New Value: The altered value for the temporal correction is accepted and the new correction curve is set.

Video effects

All video effects work in real-time and can be dragged and dropped from the "Video FX" directory onto video and picture objects in the arranger.

Generally speaking, you can combine as many effects as you want (for example, Blue Screen for a chroma-key effect, color enhancements, and a fast-motion effect). Call up the video controller from the effects or context menu to edit these effect combinations.

For further details on video effects and adjustments, see the chapter "Video effects".

Video mix

This term refers to mixing various videos while simultaneously playing them. The video objects to be mixed must be placed one below the other in the arranger so they overlap in time. Add a special video mix effect to the lower video, which determines the parts that will be transparent for the upper video. Note: The background video object must be placed in the upper track. Example, if you want to put a dancer on a landscape, place the landscape on track 1, the dancer on track 2 and activate the Blue Screen effect for the dancer.

For further information on video mix effects and adjustments, see the chapter "Video effects".

Magnetic objects

You can attach a video, picture or text object to moved picture content of another video. The "Overlay object" (see video mix (see page 124)) automatically completes the movement of a picture element from the film, making it appear magnetic.

Use this method to insert a hat that stays on someone's head throughout, even if the person hops through the picture. The decorative objects from MAGIX Story Maker are well-suited for this.

1. Place the overlay object onto a track beneath the background video.
2. Activate a corresponding video mix effect in the video controller (see page 177). If you're working with decorative objects from the MAGIX Story Maker this will happen automatically.
3. Use the "Picture size and position" dialog to customize the size and the section of the overlay object to the video and position precisely (for example, glasses on someone's nose).
4. Right-click on the object and select the "Attach to picture position in the video" movie point.
5. In the video monitor drag out a frame across the part of the background video whose movement should be completed by the overlay object. The picture element should have enough contrast in it (bright-dark difference) and should have the same size. This works best when the movement of the picture is parallel to the camera view.
6. The movement curves for the overlay object are calculated.

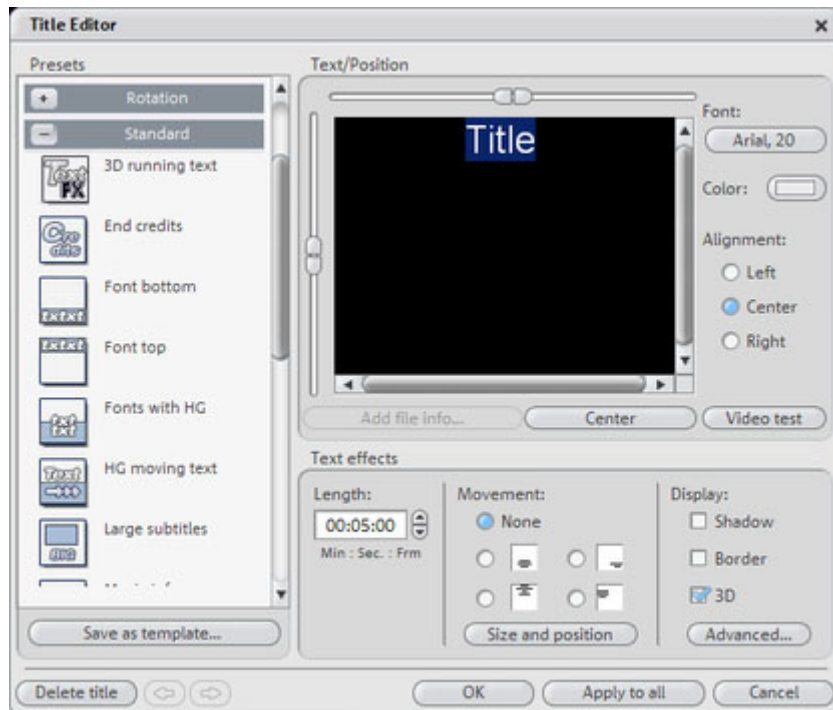
Borders

Call up the "Borders" directory with the "Borders" button to the left of the Media Pool. This directory contains bitmap patterns for the borders of videos much like picture-frames that can be modified by video mix effects. Drag them to the lowest track of the arranger and select the Blue Screen or Green Screen effect to make the blue or green space in the middle transparent for the upper videos. This way you can see the objects of the upper tracks of the arranger in the field.

You can use the lower handles to adjust the size of the borders to fit any length of the video. You can also achieve interesting effects by inserting and discarding borders within a video.

Title Editor

Activating the Text button in either the context menu or scene or via the title editor button opens the Title Editor.



It allows you to enter captions such as subtitles and credits. They can be displayed in all kinds of fonts and colors.

Menu presets: You can have your credits scroll down the screen – just like in the movies! Many other text movements are also available from the menu on the right, as well as effects and designs. The presets are arranged in various subfolders, the icon and the description will help you find the template you want.

Type the text for your video subtitles in the title editor. Use the scrollbar to the left and above the text window to organize your text in the video screen and position it horizontally or vertically. You can freely position the writing vertically and horizontally. If you have selected moving text, this position determines the starting position. Please note that setting movement to text places the starting position of the title outside of the video window. You can, however, always

change the starting position.

Font type: Here you can enter the font type, size, color or type.

Color: With this button you can choose your own color. If you want to format individual words or letters, mark them with the mouse and select a different format. If no selection is made, the entire text is formatted.

Center position: Clicking on "Center Position" brings the track back to the middle again.

Preview: The button previews the title in the video monitor, together with the movie or scene. If you have selected a movement for the title, it will also be animated in the video preview window. You can interrupt the preview at any time with the stop button.

Text effects: Here you can add motion, 3D shadows and 3D effects, and can add a border. These settings can be adjusted in detail using "Advanced".

Image size and position: Opens the image size and position dialog (see page 183) so you can change the size and position of a title. You can also create 3D text distortions (e.g. like in "Star Wars").

Length: Here you can set the duration for how long you would like to display the title.

When finished, close the Title Editor by clicking the "OK" button.

Text objects and title presets

You can also use RTF files that can, like other media files, be pulled from the Media Pool by drag & drop. Please note that MAGIX Video deluxe 2007 reconfigures RTF files into bitmap files, which take up a lot of memory. The smaller the RTF file, the better!

The "Titles" directory is accessed with the "Title" button in the Media Pool. This directory contains a selection of preset title templates. To integrate a title template into your project, proceed as follows:

- Select a file. As usual, a simple click generates a preview. This way you can see how certain title settings will look and the effect they have.
- Once you've found the right title template, drag & drop it onto a track in the arranger. It is represented there as a title object.

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- The Title Editor (see above) opens automatically. You can later open it again by double-clicking (or by right-clicking in the context menu below "Title Editor").

Fade in time code

MAGIX Movie Edit Pro can add a time or date ("time code") to the picture material. To add a time code, right-click the video object and choose the "Fade in date as title" option from the context menu.

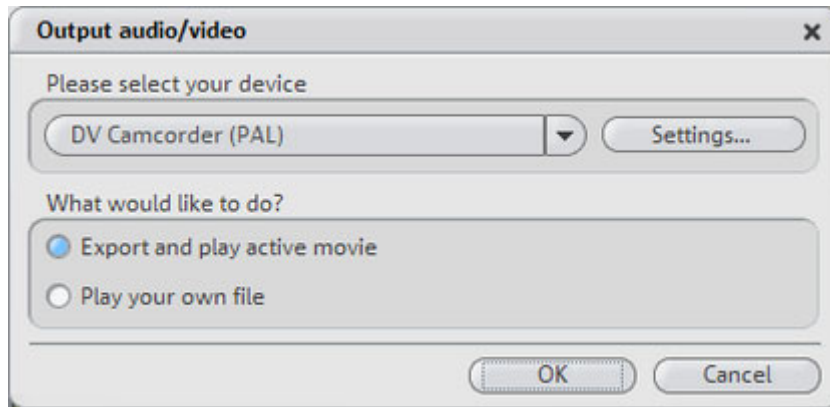
- If you're using a DV-AVI file (a digital recording from a camcorder, for instance), the recording date will be used from the chosen place.
- If you're using a different file, the creation date will be used as the time code.

The title editor is then opened in order to customize the entry.

Choppy or uneven playback

Don't panic if the picture on your screen is choppy or uneven. The finished product will look perfect and play smoothly. Don't forget that MAGIX Video deluxe 2007 calculates all effects in real-time. This lets you see for yourself what sort of influence each of the effects have on your video footage. Some effects make even today's advanced computer work hard for their money. A steady, continuous video stream is simply not possible on your PC. The final product free from previous choppiness is only available after rendering it to DVD or exporting it. For that very reason, you should first edit the movie in its raw version without effects. The preview generally delivers a steady picture, allowing you to work quickly and quietly. Towards the end, you can add effects to your movies, giving them that special touch of Hollywood everyone so desires.

Output Audio/Video



This window lets you transfer your finished video onto external devices. Besides the **Camcorder** options for digital camcorders (DV/HDV) and **VHS recorder** for playing analog video for recording onto digital camcorders and analog VCRs includes many options for further players such as mobile video players, smartphones, PDAs or games consoles. These are dealt with in the section Export to mobile devices (see page 133).

Video playback via TV output

With the video or graphics cards with TV outputs you can transfer videos directly to external analog video recorders. To do this, the arrangement must be played in full-screen mode and recorded by an external device. Make sure that the TV output in the Windows Control Panel (in "Display") is active.

Warning: With many graphic cards the TV output can only be activated when a television or video recorder is connected **before** turning on the computer!

For the best video monitor quality via TV output, select the Overlay mode. (program settings display, presets, keyboard shortcut: Shift+Alt+V).

You can play the video directly from the arrangement. To do this you don't need the "Output video/audio" dialog. Errors may be

commonplace here if the processor is overloaded by real-time calculations of video effects and transitions.

If direct playback doesn't work without errors, open the menu item "**Output video**" and select "**VCR > Render and output in fullscreen**". All tracks and effects are then combined as one into a file and then played.

If you would like to play a finished movie several times, export it as an AVI file and re-load it into a new movie! Direct playing without the need for constant rendering should follow!

Playing videos on digital devices

The digital output always consists of two processes:

7. Exporting, i.e. compiling all tracks, video, music, effects, transitions, and titles into one single video file. This video file is created in the format required by the target device and then temporarily saved to your computer's hard disk.
8. Output: In this case the created video file is transferred to the mobile device or to the camera. The data is either written to the device via Firewire as removable device if connected to the USB port or transferred by Bluetooth or infrared.

Both processes are normally performed together. However, you can only export (via menu File > Export movie) or export (via option "**Output file**" in the dialog "**Output audio/video**").

The **Settings button** opens the Export dialog (see page 217) of the file format for your selected device.

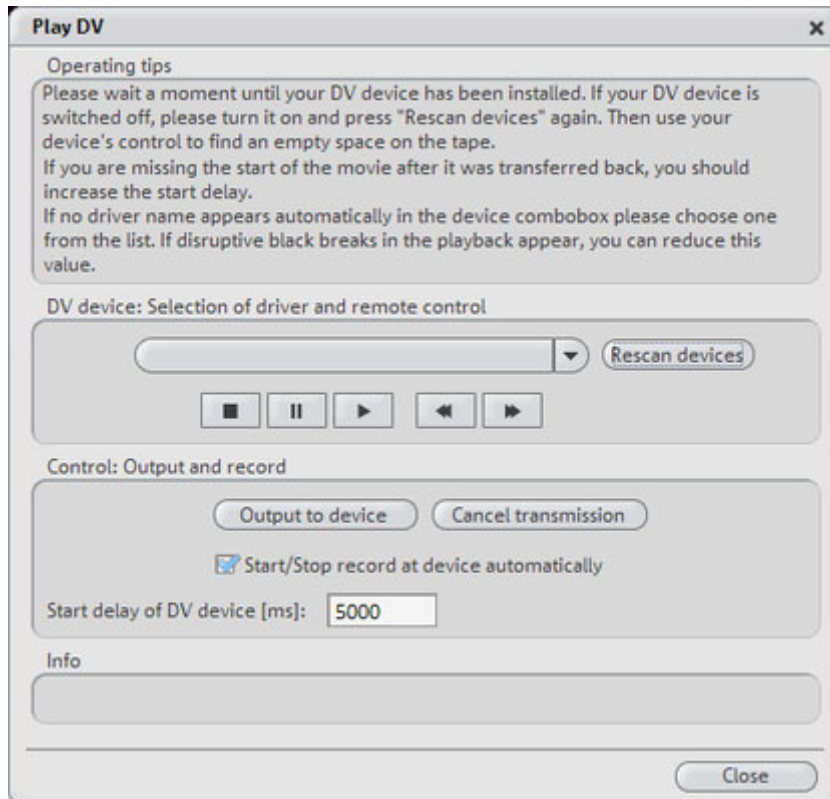
Output DV/HDV

For digital output please select "File" > "Output audio/video" and then select **Camcorder** in the device menu. For DV cameras you can select the device **DV camera** for HDV camcorder **HDV1** or **HDV 2 Camcorder**.

With Settings you can open the respective export settings dialog (DV-AVI export for DV camcorder, MPEG export for HDV camcorder). For most applications you should use the settings defined here.

Advanced takes you to the DV export settings (see page 132).

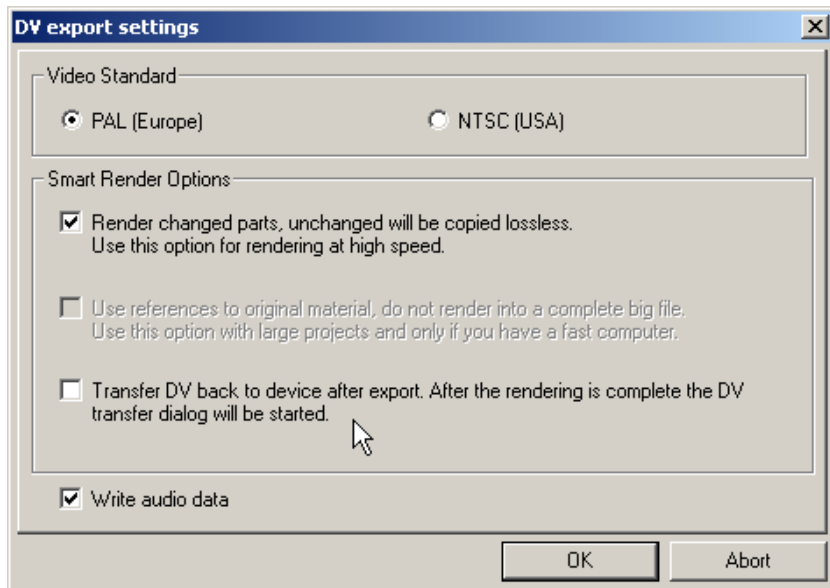
Now connect your camera and follow the displayed instructions.



If you want to play a rendered movie on DV, there's no need to render it again. Simply activate the "Play own DV file" option and select your DV video from the "My audio video" directory.

Tip: Digital cameras that can record in digital via a PC connection are usually more expensive. You may be able to reduce your purchase costs considerably by buying a digital camera that can not transfer digitally and have it activated by a camera specialist. You should inquire about this option before buying one.

DV export settings



PAL/NTSC: PAL is used in Europe, the US and Japan use NTSC. This option usually does not require changing.

Render changed parts....: Non-edited original files are simply copied into a completed DV AVI. Normally you have to decompress the DV data, add the set effect calculations and recompress it. If no effect processing is pending these steps may not be necessary. This option can be permanently activated.

Use references to original material...: Unedited original files are exported directly to the device. Effects are rendered in realtime. Use this option for finished movies without edits and effects as realtime effects processing of DV data requires high processor loads which can quickly result in errors during output.

Transfer DV back to device after export:... Deactivate this option if you are only rendering your movie but do not want to export it. You can export your movie later by clicking "Export own DV file" from the Export dialog.

Export to mobile devices

Most devices require certain format settings (file format, resolution, bit rate, picture repeat rate, etc.) to be able to play a video.

The menu is divided into various device classes (mobile phones, organizers and PDAs, games consoles, and video players) to make choosing your device easier. The last three selections are saved as favorites in the top part of the device list if you have more than one device or want to present your movies to your friends.

If your device is listed here, you won't have to worry about the format settings as the necessary settings of the export dialog (see page 217) are automatically customized to the target device. Simply select your device and click on the "Ok" button - that's all.

Transfer with Bluetooth

Warning! The procedure described here refers to Windows XP with Service Pack 2! Dialogs may be different depending on the Bluetooth driver and operating system version, or their order may vary (e.g. for password allocation) when transferring to your mobile phone. However, the process is usually similar if other drivers are used. Read more on this in the help files or the corresponding chapters of your operating system's manual and Bluetooth adapter.

- Should you own a Bluetooth device, you can export the movie straight to your device. For this to happen, your device and your PC must both have Bluetooth interfaces. If your system has a Bluetooth device, you can activate the **"Transfer via Bluetooth"** option.
- After converting the movie into the desired format, the **Bluetooth file transfer assistant** opens.
- The first time you try to transfer files to your device via Bluetooth, you have to specify your device as the receiver in the dialog by clicking on **"Search..."**, selecting your device and then pressing **"OK"**. The name of your device in the Bluetooth network is specified in the Bluetooth settings of the device. Check your device manual for this. Select your device and confirm your choice by pressing **"OK"**.
- Now enter a password of your choice, which you will later have to confirm on your device and click on the **"Continue"** button in the assistant. Since connections between multiple Bluetooth devices can

be set up simultaneously in a room, the password serves to identify certain connections as well as to safeguard your data.

The order can also be the other way around depending on the Bluetooth device driver, that is, the mobile phone will then request a password which must be confirmed on your PC. It's important that you use the same password in each case.

- You may be asked once again to enter the file name and path of the movie. In this case we recommend, when exporting the file, using a folder that you will be able to find again quickly (for example, "...My Files/My Videos").
- Click on the "Scan..." button, open the set up folder and select your video file by double-clicking on it. Now, in the assistant, click on the "Continue" button.
- Next, you may have to activate the reception of files on the device and re-enter the password. Afterwards, the transfer of the videos will begin automatically.
- Once the transfer has been completed successfully, "1 new message" will display on your device. Read more on how to save and play videos in the corresponding device manual.

Warning! We only recommend activating data reception via Bluetooth on your device once this function is actually required, for example, for transferring files. Once you have completed the uploading process you should deactivate Bluetooth again, as permanently activated Bluetooth reception can constitute a security risk!

Transfer via infrared

For devices with infrared interfaces the transmission of movies works similarly to using the Bluetooth transfer method. To do this, your PC and your device have to have infrared interfaces. Many notebooks are already fitted with such IrDA interfaces.

- Before starting the export, an infrared connection must already be established between the computer and the device. Activate the infrared interface on your device and establish the connection to your computer. You can check if a connection has been established via a corresponding symbol in the task bar. More information on this can be found in the Windows help under the keyword "Wireless connection".

Note: Some devices deactivate the infrared interface when no data is exchanged after a certain amount of time. In this case, you can search for the exported movie in the Media Pool again, reactivate the infrared interface of your device, open the context menu of the file and send the video to your device again by clicking on "Transfer".

- Open the Export dialog via the export button and under "Play after export" select the option "Export with infrared" and then confirm it with "OK". A window will now be displayed which informs you of the current status of the transmission.
- Once the transfer has been completed successfully, "1 new message" will display on your device. Read more on how to save and play videos in the corresponding device manual.

My device is not in the list, what should I do?

Online update of the device list

The assortment of playback devices is constantly changing. Day by day, new devices or versions are coming on the market. The list of supported devices may therefore not be up-to-date and may not (yet) contain your specific device. MAGIX continuously maintains updated preset lists for the available devices, which can be downloaded by pressing the update button. However, an online connection is required.

The command "Update devices online" in the Help menu opens a website containing an up-to-date list of all supported devices and device versions. On this page you will find a download link via which you can download an installation program for updating the list of supported devices. After executing this program the new devices can be selected from the device list.

Warning: Some browsers display a warning if you try to download an executable file (.exe). You can ignore this warning.

If your device is not listed on your website, you can report your not supported device so that it will be included in later updates.

User-defined:

If your device does not appear in the list after the online update, you can set up the export settings manually. No need to worry though,

you only have to do it once as these settings can be saved as a preset.

Read the **Instruction manual of your mobile device** to find out which file format is required for this. If your device supports multiple formats, you can experiment around with which format gives you the best results.

Specify the file format by opening the target device's menu and selecting **"User-defined" -> "Video" -> "...Format"**. If you then click on "Export", you arrive at the Export dialog (see page 217) of the selected file format where you can set all the advanced settings.

For details on these settings, please consult your device manual. Explanations for the file formats' settings can be found in the **Overview of the device classes** chapter, for the special settings of the export dialogs see "Export movie (see page 136)" in the File menu chapter.

Tip: If the format settings for your device are not accessible, you can try out a different device from the same manufacturer and, using it as a template, carry out customizations accordingly.



If you find working settings, we recommend saving these as a preset for further use.

Overview of the device classes

In this chapter, we explain the various supported device classes and which peculiarities should be noted when manually setting the export format.

Quick overview of the device types*

Sample devices	MPEG-4 profile (audio + video formats within MPEG-4 container format)
----------------	---

iPod & PSP	AVC (Video) + AAC (Audio)
------------	---------------------------

Mobile phones	3GP (Video) + AMR or AAC (Audio)
---------------	----------------------------------

Further video formats

Symbian mobile Real / MPEG4
phones

Video player DivX / XviD

PDA's, PocketPC's WMV9

*No guarantee taken for correctness of information

Mobile phones

This refers to multimedia mobile phones and SmartPhones.

File format: For SmartPhones working on the Symbian operating system you should ideally use the Real format for maximum compatibility as a Real Player is integrated into the system. Many mobile phones also play MPEG-4. Here, it's important that the correct container format (for mobile phones, usually 3GPP) is set up. (Video as MPEG-4 video export)

Resolution: The resolution corresponds to the display size of your mobile phone in pixels. Standard resolutions are 128 x 96 pixels (sub QCIF), 176 x 144 pixels (QCIF), 300 x 180 pixels, and 320 x 240 pixels (SmartPhones). You can find out the resolution of your mobile phone from its documentation. Many mobile phones require the precise setting in order to play back the videos. If the aspect ratio does not correspond to the display resolution (300 x 180 corresponds to 5:3 instead of 4:3), then black bars are added. For broad displays (optimized for 16:9) we recommend the video effects Aspect ratio 16:9 (anamorph/letterbox).

Frame rate: Picture repeat rate, i. e. the number of frames per second (fps). For mobile phones this is usually reduced from 25fps to around 10 or 15fps in order to save memory space and because mobile phone processors are not powerful enough. If you don't have to save on memory, select the largest frame rate possible (see device manual) because at low frame rates the video can be very jerky.

Organizers and PDA's

Under Organizers and PDA's, Pocket PCs and similar devices are listed.

File format: For Pocket PCs you should ideally use Windows Media Video format for maximum compatibility as it usually only runs on modified Windows Operating Systems (Windows Mobile) and the Windows Media Player is integrated in the operating system.

Resolution: The resolution corresponds to the display size of the PDA, mostly 320 x 240 pixels. You can find out the resolution of your PDA from its documentation. A PDA can also play back at higher resolutions than set, mostly, however, the CPU is usually not able to handle this as it must scale the picture before output, leading to errors.

Frame rate: Picture repeat rate, i. e. the number of frames per second (fps). If you don't have to save on memory, use the largest frame rate possible (see device manual) because at low frame rates the video can be very jerky.

Games consoles

Some portable games consoles can also play videos. The consoles are extremely picky in relation to the file format settings, they sometimes use their own file format variations.

Warning: Do not change the presets!

MAGIX tries to supply presets for all games consoles with video functions on the market, you may have to update your device list

Warning: Sony PSP and Apple iPod video only play the movies when they are copied with a specific name into a pre-defined target folder. Always copy movies for these devices from the export dialog along with the corresponding presets (at the top of the "Preset" list and at the bottom beside "Play after export").

Video players

We consider devices as video players if they have been developed especially for mobile video playback. They usually have relatively large displays and their own hard disk or a very large flash card memory (in GB).

File format: Here mostly DivX AVI or WMV (Windows Media Video) are used. While WMV is its own format, AVI is a so-called container format. This means that the actual file format is set via the so-called codec (see page 274).

As well as the AVI format you will also have to set up a codec that your mobile device supports when exporting AVI files.

A much-used codec for AVI is the DivX codec. This is supported by a

large number of portable video players. Here, specific standards have been set up between the codec manufacturer DivX and the device manufacturers (profiles) that a certified DivX device has to fulfil.

Unlike Windows Media or MPEG4, a separate audio codec (ACM codec) is required for the sound in order to encode the sound track in the same high compression at acceptable quality. Select the codec you wish to use for the sound under **Audio compression**. MP3 56kBps is used as a preset. For improved sound quality you should read your device manual to find out which sound formats AVI audio still supports and, if needs be, install further ACM codecs from the Internet.

The DivX codec can be downloaded from www.divx.com
<http://www.divx.com>.

Resolution: Video players can handle almost every resolution up to TV resolution (720x576), as most models can display your video picture in TV resolution via an analog TV output. For the optimum picture quality on the device display (if you do not wish to use the TV output) use the resolution that the device can display.

Frame rate: Picture repeat rate, i. e. the number of frames per second (fps). This is unproblematic as the frame rate of the output material is used.

Warning: Sony PSP and Apple iPod video only play the movies when they are copied with a specific name into a pre-defined target folder. Always copy movies for these devices from the export dialog along with the corresponding presets (at the top of the "Preset" list and at the bottom beside "Play after export").

Audio

Load and edit audio files

All importable audio files can be accessed from the Media Pool and previewed (as sound) by a click on the file name. After listening to a few sound files, select one you wish to work with and move it to the arranger window. To do this click and hold on to the name of the sound file while dragging it into the arranger window. A rectangle the size of your selection will appear. The sound file will be loaded into the arranger at the position you release the mouse button. You can repeat this process as many times as you like to build your arrangement. To play two or more sound files simultaneously, place the new sound file in a separate, adjacent track.

You can remove sound files from the arrangement by selecting them and pressing the delete key.

Edits, fine positioning, volume adjustment, fading in and out, are all processed using the object tab directly in the Arranger.

Import audio CD

The steps are similar to transferring Wave files into an arrangement:

- Insert an audio CD into the CD/DVD drive of the PC
- Go to your CD/DVD drive in the Media Pool. The individual CD titles appear in the file list.
- A simple mouse-click starts the playback of the CD title for prelistening.
- Drag & Drop into one track of the current arrangement and the CD title will be grabbed and copied to the hard-drive. The files will be saved in the Import directory. (Program settings -> Folders)
- The audio object appears in the track and can be played back or edited immediately.

A special program is used for digitally importing the audio data from the CD/DVD drive. Some drives do not support this mode (an error message will be displayed) or support will only be of low quality (the audio objects will contain crackling).

If this method does not yield a satisfactory result, you can open the CD Manager via the menu command "File -> Read tracks from audio

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CD". This option opens the CD Manager where you can select tracks from audio CDs and import them into the arrangement. You can also select the drive if you have more than one and adjust the import settings.

If this is also unsuccessful, you can also play the CDs using the drive and record them with the sound card. More can be found in the Record Audio CDs (see page 143)section.

CD Manager

This option opens the CD Manager where you can select tracks from audio CDs and import them into the arrangement. You can also select and configure the CD-R if you have more than one drive.

The CD Manager lets you import audio data using most CD and DVD drives. You may have to contact your technical support to find out which drive is suitable. Data is imported entirely digital. Audio tracks are imported into the arrangement as WAV files and saved in the Import directory. (Program settings -> Folders).

To import audio tracks you should proceed as follows:

- Select the desired CD-R drive if you have installed more than one drive.
- Click on the "Track list" button.
- Select the desired title from the track list (using the key combination Shift or Alt and the cursor keys).
- Click on "Copy selected track(s)."
- The audio material is now copied from the CD drive onto hard disk. The progress is displayed.
- Close the track and drive lists. In your arrangement there are now one or several new objects that contain audio material of the disc.

The Drive List dialog box

Track List: This button opens the Track List dialog box for copying on or more tracks.

Configuration: This button opens the Configuration dialog box, where various Special Settings, SCSI-IDs etc. can be set.

Reset : Resets the standard drive settings.

Add. Drive: Creates a new drive entry into the list for which Special Settings are still necessary.

Clear Drive: Deletes the selected drive from the list.

Save Set-up: saves the current drive list and all the configuration data in a *.cfg file.

Load setup: Loads the current Drive List and all the configuration data from a *.cfg file.

The Track List dialog box

Copy selected track(s): This button starts the audio copying process. All the selected tracks are copied into a WAV file or a HD-Wave project. A new object will be created in the current VIP for every track.

Play: Start audio replay of the first selected track in the list (for test purposes).

Stop: Stops replay.

Pause: Pauses replay – can be restarted later with Resume.

Resume: Resumes replay if replay was stopped previously with Pause.

Select all tracks: All audio tracks are selected, in order to copy the entire CD, for example. Track markers can also be set with Shift or Alt and the cursor keys. Using Ctrl and clicking on the mouse can mark several tracks.

Unselect all tracks: All markers will be undone.

The CD-ROM Configuration dialog box

Drive name: The name of the drive can be entered here. This is useful if several entries are used for the same physical drive.

Host adapter number: The number of the SCSI-Host adapters (usually 0) is entered here.

SCSI ID: The SCSI-ID for your CD-ROM drive can be entered here. Pay attention to the correct ID number, you will not be questioned if an error is made here.

SCSI LUN: Sets the SCSI LUN parameters, normally 0.

Alias: The name of your CD drive manufacturer can be entered here.

Copy mode normal: Copies the audio data without any software correction.

Copy mode Synchronization sector: Copies the audio data with a special correction algorithm. This is especially useful as many CD drives have problems re-addressing a specific position accurately, which can lead to crackling.

Burst Copy: Optimizes the speed of the die copying process; no software correction will be used.

Sectors per cycle: Defines the number of audio sectors that are to be read from the audio CD in one read cycle. The larger the sector size the faster the copying process will be completed. However, many SCSI systems have problems with more than 27 sectors.

Sync Sectors: Sets the number of audio sectors that will be used for software correction. The larger the number, the better the correction will work, but it will also be slower.

Scanning CD tracks with the recording dialog

Some CD-ROM drives do not support this mode (trying digital extraction results in an error message) or only support it with difficulty (results in audio objects with cracking noise, skips, etc.). In this event, the CD may be 'scanned' by recording it into the computer. When recording the CD to the computer, the CD titles are simply played back from the CD-ROM drive and are re-recorded as .WAV by the sound card. Before recording a CD to your computer, change the program settings in the "File > Audio / Video Options" menu.. To ensure trouble-free recording of the CD titles using Dialog Recording, the audio output on the CD-ROM drive must also be connected with the sound card input. This connection is usually already set up in today's multimedia PCs. If not, this is easily done by installing a cable inside the computer case.

MAGIX Soundtrack Maker

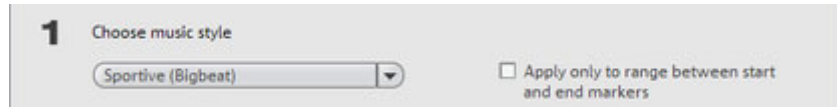
MAGIX Soundtrack Maker adds atmosphere. Music tracks corresponding to the specified mood are generated automatically. Even mood changes are possible.

Open the MAGIX Soundtrack Maker via the Edit menu. The work is split into 3 steps.

Then close the dialog by clicking on "Apply". If you click on "Cancel", www.magix.com

the dialog will be closed and all changes will be discarded.

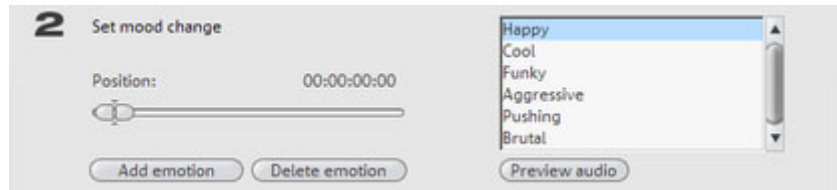
Step 1: Choose music style



First choose the music style. Clicking on "Buy more styles" will open the MAGIX Online Content Library (see page 255). Here you can buy more music styles for the MAGIX Soundtrack Maker.

The option "Apply only between start and end marker" lets you limit the length of the background music you want to create. You can also set the Start and end markers with the left and right mouse key if the MAGIX Soundtrack Maker is open.

Step 2: Set mood change



You can select a mood from the list.

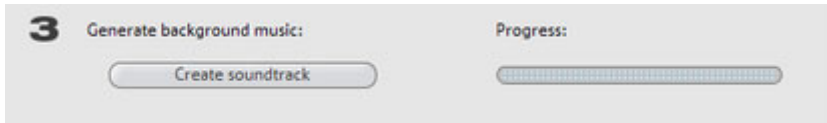
Preview: Here you can preview your selected emotion.

Position: With the position slider you can go to a certain position to set the emotions at a certain position. Instead you can also move the start marker with the left mouse button. The preview will be displayed in the video monitor.

Add emotion: This button inserts the emotion at the current position. MAGIX Soundtrack Maker will then suggest a new position for the next emotion by repositioning the position slider. Of course you can also position it elsewhere and insert further moods.

Delete emotion: Deletes the current emotion.

Step 3: Generate background music



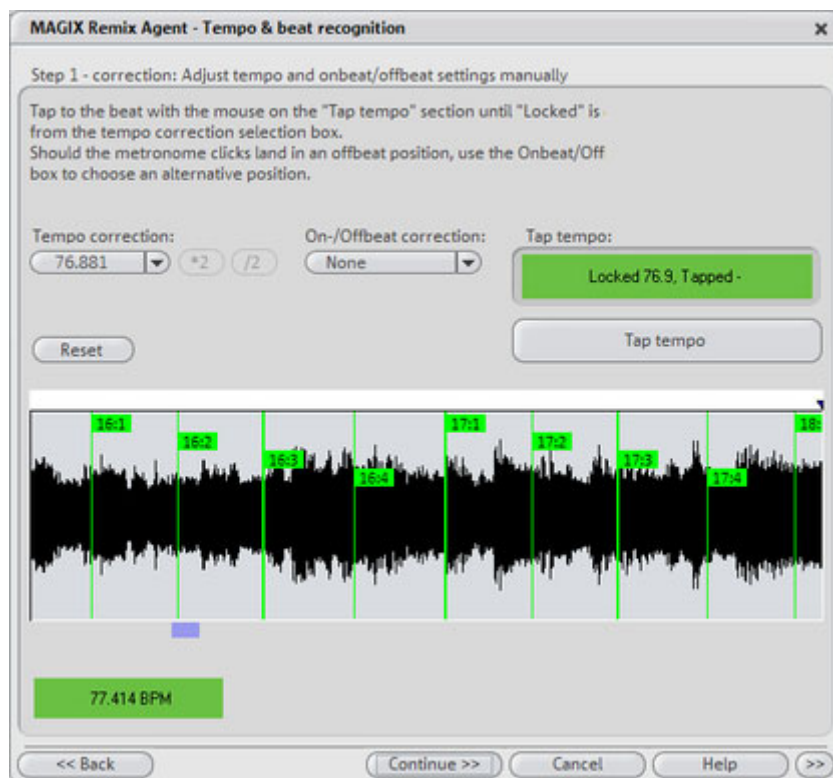
One click on "Create soundtrack" creates a new soundtrack. "Progress" shows the current status.

Variations

If you don't like the created background music you can create variations. You can do this for the entire background music as well as for individual emotions.

- If you want to vary the entire background music, simply click on "Create variations".
- If you only want this to apply to a certain emotion, you should first go to it with the "Position slider" in the dialog (or the start-marker on the main surface). Then activate the option "Vary only selected emotions". Now click on "Create variations".

Beat recognition assistant (PLUS version)



MAGIX Video deluxe 2007 offers Remix agents for automatically determining the tempo in BPM (Beats per minute) as well as for creating remix objects. Use the context menu and/or the effects menu.

The Auto Remix Assistant is a powerful tool that determines the tempo (measured in beats per minute, or BPM) as well as the timing of the beats for songs' quarter notes. This is important. For example, when an audio CD title is imported into MAGIX Video deluxe 2007 and you then wish to mix in sounds such as drum loops, effects or synthesizer voices.

Prerequisites for using the beat recognition assistant

- Songs must be longer than 15 seconds.
- Songs must be "rhythmic" (can be danced to).

- Songs must be in stereo format.

Preparation: Setting the Start Marker and Object End

Before opening the Auto Remix Assistant one should set the start marker at the position in the song object in the Arranger where detection is to start. If the song contains a long intro without beats, set the start marker after the intro. As a rule of thumb, the Auto Remix Assistant should always be "fed" with "dance" music.

- The start marker should be set before a quarter note beat or, better still, briefly before a beat at the start of a bar.
- If the start marker lies before the song object, the object is examined from the beginning.
- If detection is not performed by the end of the song, the object can be shortened accordingly with the object handle at the end of the object.

Step 1: Automatic Tempo Recognition

When the Auto Remix assistant is called up, the selected song object is analyzed and subsequently played. A metronome begins to click according to the result and lines visualize the positions of the quarter notes found in the wave-shaped display.

The following cases are differentiated:

- Position of the start of a measure (the one): red line.
- Position of the other quarter notes (the two, three and four): green lines.
- Reliably recognized positions: thick lines.
- Unreliably recognized positions: thin lines.
- When tapped, blue lines appear.

If the tact and tempo information is already present, points are indicated above the display at the appropriate positions. The metronome volume can be regulated below and to the left of the wave-shaped display. To the right, the BPM value is indicated. If a valid BPM value was found, it is displayed in green.

If the metronome clicks in time with the music, the measure start is correct. If not, you can correct the tempo manually.

Correction: Setting the manual and Onbeat/Offbeat

If the result is incorrect, you can help the Auto Remix Assistant with a few mouse clicks on the correction buttons.

There are two possibilities: On the one hand, the "Tempo correction" www.magix.com

list offers alternative BPM numbers, which could also fit with the music. The adjustable BPM values are detected automatically – the total number of BPM can therefore deviate from song to song.

With difficult audio material we recommend the use of the Tapping Input mode. Either the T key must be pressed or the Tap Tempo button must be clicked with the mouse in time with the music. With repeated tapping of the tempo correction button, one should keep an eye on the color in the BPM display. In the "unlocked" condition (red) the tapping is not in time with the music. One should tap until the "locked" condition is displayed. After a short time one hears if the result is correct through the metronome.

Subsequently, Offbeat correction takes place - if required. If the detected quarter notes beats lie around the length of an eighth note (transferred behind the real positions of the quarter note beats), one or more alternatives can be selected from the Onbeat/Offbeat correction list.

Step 2: Determining the start of a measure

Next the starting point of the measure is corrected. The beat at the start of the measure must always agree with the high tone of the metronome and/or the red line in the wave-shaped display.

The correction can take place via tapping: If the start of the measure can be heard, tap one with the mouse or press the T key. Alternatively you can also select by how many quarter notes the "one" is to be pushed to the rear.

If the starting marker was set briefly before the first beat of a measure, this correction is not necessary.

Note: With all corrections the metronome and visualization react to the lines in the wave shaped-display only after some time.

Step 3: Using BPM and beat detection

Now you may select one of the actions to be adapted to the arrangement song (or vice versa) or cut up the songs at the ends of a measure.

Save only Tempo & Beat information

Only Wave file data is stored. This makes sense if when determining beat / tempo some manual post-correction is required.

When the data is stored, tempo & beat regulation can be relinquished for future tempo adjustments or the creation of remix objects.

Tempo adjustment

Setting the Object Tempo to the Arrangement Tempo

This fits the object length into the existing arrangement. Three different procedures are possible: timestretching, resampling or audio quantization.

- With timestretching, the pitch of the song remains constant, but sometimes the sound quality can suffer.
- Resampling changes the pitch (similar as to when changing the speed of a record player), and retains the sound quality of the song as much as is possible.
- During audio quantization, the audio file takes the tempo adjustments into consideration as if the first remix object (see below) were created and combined immediately into a new audio file. If the recognition is uncertain, extreme tempo fluctuation may result. Here it is particularly important to set the starting marker so that the tempo is definitely recognized. The advantage of audio quantization is that small tempo fluctuation in the music balances out. The start of the measure always agrees with the start of the arrangement measure and never plays out of time.

Setting the Arrangement Tempo to the Object Tempo

The arrangement takes on the BPM value found. If you would like to use the cut up song as the basis for a new composition - as with remixes - this option should be active.

Creating Remix Objects

The Song is cut by beat into individual objects. Targeted applications may include:

- To produce loops from complete songs, which can then be used with other material. Importantly, not all remix objects are suitable as loops – ideally less complex material should be used, for example drums from a intro.
- To remix songs, thus changing the sequence of the objects, cutting or doubling beats or to enrich the song with other loops or synth objects.
- To mix two songs: If impacts and tempo fit perfectly, can you blend the songs without "side effects"?

This option can be called up later from the object menu, so long as the tempo data is stored.

The Audio Quantization Option: Option audio quantization: Fits new objects exactly in time with the arrangement.

With self-made music, tempo fluctuations are common and therefore different measure lengths may occur. Nevertheless, in order that the objects fit into the rigid timing pattern of the VIPs, the time processor is activated automatically and object timestretching is used to correct the different lengths.

Setting resampling for small corrections: If the necessary corrections are very small, better quality resampling can be used instead of timestretching. Afterwards however you should not change the master tempo any longer, since definite pitch changes may arise.

Remix Objects in Loop Mode: New objects are placed into the loop mode. When extending the object with the right object mouse handle, the the original length of the object is played again and again.

Setting the Arrangement Tempo to the Object Tempo: (see above)

Note: Time correction assigned to objects can be subsequently cancelled if the time processor is called up and edited (menu entry: Timestretch/ Resample Object - or double-click on the object to open the FX racks that also belong to the time processor.)

Cancel: The dialog is closed.

Problems and Remedies regarding the Auto Remix Assistant

Problem: The playback stutters, the metronome is suspended, the computer is overloaded... (on older computers.)

Remedy: We recommend changing over to Wave drivers ("p" key, dialog: playing parameter) instead of Direct Sound.

Problem: The metronome does not work and there are no lines on the the wave-shaped display.

Probable cause: The material does not contain beats or the song contains a passage without beats.

Remedy: The Song should be limited in such a way that only rhythmic passages are contained.

Possible 2nd reason: Inaccurate tapping or a false BPM value has

been entered.

Remedy: Try the tempo correction buttons or tap until the "locked" condition is attained.

Problem: The metronome sounds inaccurately or is jerky, the lines in the wave-shaped display are irregular and thinly drawn.

Arranging MAGIX sound files

The name of each sound file gives you detailed information about its content.

bass a 01 . wav

Sound	Type of groove	Tonality/Pitch	Extension
-------	----------------	----------------	-----------

You can tell which sound files work well together by their names. For example: sound files with the number 01 sound good together. String section, trumpet, singer or keyboard, it doesn't matter. You can create melodies by combining various combinations of numbers. e.g.

bass_a01	bass_a04	bass_a02	bass_a03
-----------------	-----------------	-----------------	-----------------

For some interesting harmonies try combining different instruments using the same order. e.g.

keys_a01	keys_a04	keys_a02	keys_a03
-----------------	-----------------	-----------------	-----------------

The type of groove the sound file has is expressed by a letter. A possible combination could be:

bass_a01	bass_b04	bass_a02	bass_c03
-----------------	-----------------	-----------------	-----------------

The pitch remains the same while the rhythm changes.

Here are several combinations to get you started:

T1:	drum_01	drum_01	drum_01	drum_01
T2:	bass_a01	bass_b04	bass_a02	bass_c03
T3:	keys_a01	keys_a04	keys_a02	keys_b03

T4: guit_a01 guit_c04 guit_b02 guit_d03

Effects for adding soundtracks

The MAGIX Video deluxe 2007 special effects are designed for modifying sound and adding sound tracks.

Audio Cleaning (see page 200) is a special editor for correcting disturbances in your audio material, including DeClipper, Denoiser and Dehisser for professional noise suppression and removal. Reverb and echo add in depth sound to the soundtrack. Surround lets you position the signal in 3D space. With the Timestretching/Resampling effect you can also adjust tempo and pitch of your audio material independently.

The mixer contains further realtime effects for each soundtrack and the master. The Compressor is a dynamic volume controller which compresses the sound and makes it sound more powerful, The Equalizer lets you access the frequency spectrum, e.g. for improving the sound quality. However, DirectX allows you to add effects of different manufacturers.

As all effects work in realtime and offer a preview function, the Effects menu or a right mouse-click on an object provide an ideal space for experimenting with creative sound design. For more information on the individual effects please read the Audio Effects (see page 198) and Mixer (see page 160) chapters.

Mix down of audio objects

If the arranger becomes too full to manage, the system is out of RAM, or you just want to "summarize" your production, use the mix down function to convert the entire audio arrangement into a single audio file. Just click on the mix down button in the button bar or select the function from the "Processing" menu.

You can choose a name and a destination for storing the mix down object. The default directory is "MyAV".

Storage of the audio arrangement will take up a little more space on your hard-drive, but it requires less RAM for playback than an unmixed entire arrangement. Note:

The mix down effect optimizes the volume automatically. Even if the
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mix down function is used various times, you will not lose audio quality.

Adding a sound track using MIDI songs

A few words about MIDI: MIDI files do not contain the actual sounds like Wave files, only the note control information. This data is interpreted to effect playback by the synthesizer chip on the sound card. This has several advantages:

- MIDI files need a lot less memory than Wav files. Therefore, more MIDI files fit on a CD-ROM.
- MIDI files can be adapted to any beat (BPM) without affecting the sound. Only the playback tempo needs to be changed.
- MIDI files are very easy to transpose to another pitch as a result, a section in a song does not have to be saved in several different keys. The version in C major is sufficient it can then be transposed to any key by simply clicking on the right mouse button.

The disadvantage of MIDI files: The sound is not true audio. The audio is only produced when the synthesizer chip on the sound card plays it back. As a result, high-quality sound cards or external synthesizers will sound completely different and better than standard sound cards, depending upon the settings for playback "voices". Therefore, it is definitely worth using a good sound card or external MIDI-to-sound generator with your MAGIX Video deluxe 2007!

Arranging MIDI files

Integrating MIDI files in an arrangement:

Search for a directory containing MIDI files using the Media Pool located at the left edge of the screen. Click on a file it will be played back immediately so that you do not need to guess which file you want to load. Now drag the desired file into the arrangement and that's all!

An object will appear in which the MIDI notes are shown by dots. The high notes are dots in the upper section; the lower notes are the dots further down in the lower section. You can even see the striking intensity of the notes. The louder the note is played, the brighter it appears on the screen.

MIDI objects may be arranged, the volume may be modified (middle handle) or fades (in or out) may be added (top right and left handles) in the same way as audio, video or synthesizer objects. The Element www.magix.com

Bar lets you "open" an entire track instantly from a MIDI loop. If you do not hear anything on the MIDI file, check the MIDI replay device in the Playback parameters window (P key or Menu "File > Settings > Playback parameters"). Your sound card driver or your MIDI interface must be set here!

MIDI interface and external sound generator

Naturally, MIDI objects can also be played back over a MIDI interface onto external synthesizers, sound modules, etc. Initially set FX to 1.0. The timing between MIDI and audio can be balanced later if you notice a drift between the two. This is important for very slow arrangements, where the sample rate on the sound card is not precise enough. The MIDI drivers can be set in the Playback parameter window (P key or Menu "File > Settings > Playback parameters").

Convert MIDI files to audio files

Before exporting (as a video, for example) an arrangement, all MIDI objects must first be "transformed" into audio objects. They contain only pure control information for the sound reproduction.

First, connect the MIDI sound producer (usually the soundcard) output to the soundcard input. Now the MIDI file can be played back and simultaneously recorded as an audio file using the record function. The result is an audio file that can be processed and exported normally, together with other multimedia files.

Synthesizer (PLUS version)

Creating synth objects

The software synthesizer is to be found in a special file that is configured onto the hard disk during installation. To open it, press the Synth-Button in the MediaPool File manager.

The symbols for all the available synthesizer Plug-Ins are now displayed in the file list.

Any plug-in can be pulled into the arrangement by means of drag & drop. A synth object appears on the relevant track and the operating console of the plug-in is opened. Synth objects are programmed with the help of the operating console.

Programming the synth object

Depending on the plug-in, various functions to create and control

sound can be applied via the operating console.

To monitor programming, playback can be started and stopped at any time with the space bar while the operating console is open.

Arranging the synth object

Once you have finished programming the melodies or rhythms of the synth object, you can close the operating console and arrange the synth objects on the tracks. They can be stretched or compressed, faded in and out, turned down or up etc. with the help of handles: These steps are the same for all objects.

The operating console of every synth object can be reopened at a later stage by double clicking or via the synth button if you would like to reprogram the object. In addition, you can drag as many other synth objects of the same software synthesizer as you like onto the tracks and program them separately.

Effects and mix down of synth objects

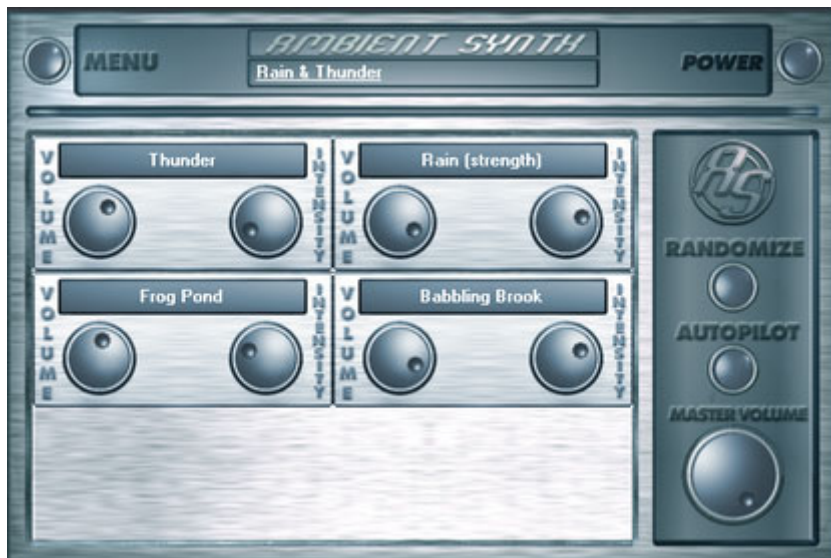
Just like audio objects, synth objects can be edited with any available master effect. Please read the chapter on 'Audio effects' in this regard!

In the real time mixer, it is possible to exactly adjust the level of every synth track.

The mix down function mixes all tracks, including the synth objects, into one file so that tracks and computing power for new objects are released.

Ambient synth 2.0

Ambient synth is an extensive tool, which allows you to create realistic natural sounds with the greatest of ease. True to life ambient sounds can be fashioned with the ambient synthesizer, ranging from rain and thunderstorms to animal voices and traffic noise. .



- In the upper center of the window, you can select the style element or the 'scenario' of the ambient synthesizer (e.g. 'rain and thunderstorm').
- Underneath you will find a collection of operating controls. Each control allows you to design the desired ambience for the style element you have chosen. Every operating control is labeled (e.g. 'thunder') and equipped with two turning knobs for 'volume' and 'intensity'. With the 'volume' control you can adjust the volume portion of the element.
- The 'intensity' knob will control the respective sound behavior. For example, in the case of 'thunder' you can adjust how often thunder and lightning will occur and in the case of 'rain' you can adjust how heavily it is raining (to the very left means little rain: splashing, to the very right means cloudburst with loud drumming).
- At the right bottom corner, a master volume control allows you to adjust the synthesizer's overall volume.
- The 'randomize' button controls each setting of the style element automatically. The 'autopilot' button automatically adjusts the settings of each style element in a random pattern.

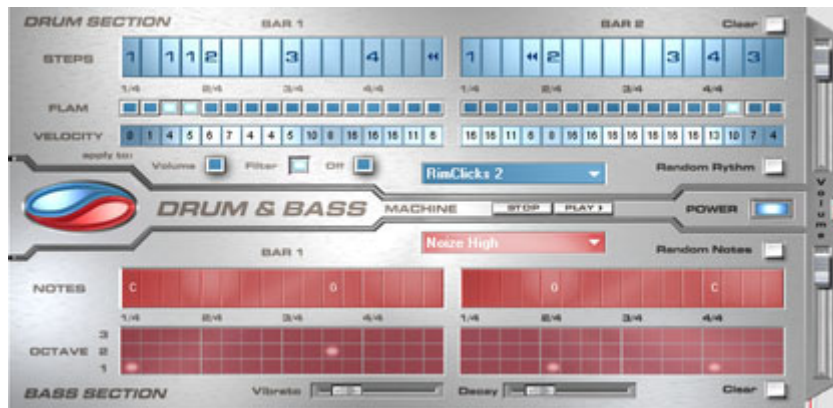
Drum & Bass machine 2.0

The Drum & Bass machine is a dual synthesizer, uniting both distinct

styles of Drum'n'Bass in one piece of equipment: fast beat crashes and rumbling bass lines. With the Drum & Bass machine you need no special skills to create authentic sounds for your Drum'n'Bass songs.

A tip: The typical speed for Drum'n'Bass is usually around 160-180 BPM. The Drum & Bass machine also fits in perfectly with other music styles, e.g. BigBeat (120 BPM) or Trip-Hop (80-90 BPM).

Set-up



The top half of the synthesizer controls the rhythm section, the bottom half controls the bass section. Between the two, on the left side you will see a symbol, where both sections can be turned on and off individually. You can, for example, turn off the bass section, so that you take only the drum section break beat into the arrangement. The MAGIX Video deluxe 2007 arrangement mixdown will then only include the drum section in the mixdown file.

The volume control is on the right border, controlling the volume for both sections. The play and stop buttons allow you to listen to your Drum'n'Bass creations up front in MAGIX Video deluxe 2007.

The 'Drum'n'Bass' label covers a menu containing functions to load and save 'Drum'n'Bass' patterns (Load Machine State/Save Machine State) and functions to delete or generate patterns (Clear All/Random All). The submenu 'Velocity Presets' contains some help functions for the programming of the velocity row.

The rhythm section (top half)

Here you can easily create complex and authentic jungle break beat sounds. In a professional recording studio, jungle backbeats are

created by dividing any given drum loop into several small 'bits' and putting them back together in a different order. This lengthy process is significantly simplified by the Drum & Bass machine. You just design your own new play sequence.

You set up the new sequence in the top ('Steps') row. The blue cells indicate the individual sections ('notes') for the subdivision of the loop.

A left mouse click on one of the blue cells allows you to select one of six possible symbols. Each symbol represents a different note or other way of playing the note. Every time you click on one of the blue cells, the next symbol is chosen.

Rely on your own intuition and creativity when programming your beats. It is not absolutely necessary to know the exact meaning of each individual symbol in order to create cool and authentic beats.

Summary symbol description:

1: Play drum loop from beginning

2: Play drum loop from the second note

3: Play drum loop from the third note

4: Play drum loop from the fourth note

Backward symbol: Play backwards from this point

Stop symbol: Stops play

The right mouse button allows you to delete the step cells individually. The 'Clear' button on the right deletes all step cells; the drum loop is played in its original sequence. The 'Random Rhythm' button generates a random sequence. You can then alter the rhythm as you wish.

By clicking on the blue field in the bottom part of the rhythm section you open a pop-up menu where you can select the drum loop sound. If you select a different drum loop, it will be loaded and played as programmed by you.

In the "Flame" row you can set the note to be played twice quickly in succession instead of only once, allowing you to program rolls and

fill-ins.

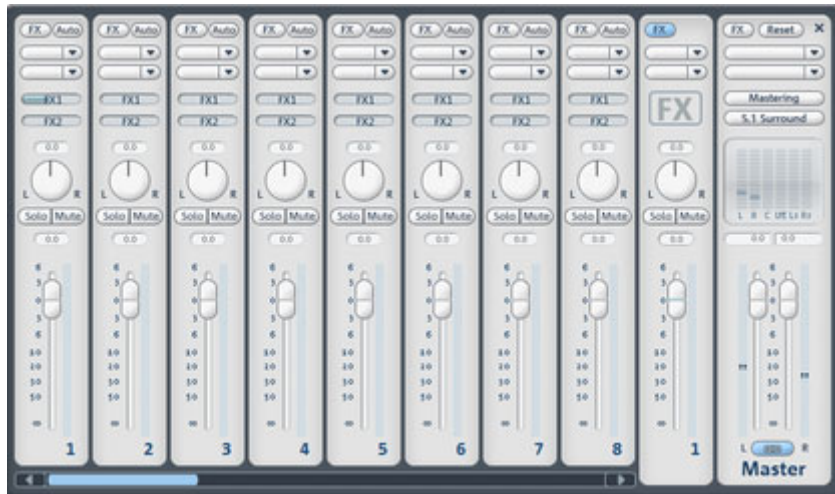
The 'Velocity' row allows you to set intensity values between 0 and 16 with the mouse (left mouse-click increases value, right mouse-click decreases value). Use the three buttons under the 'Velocity' row to determine how these values will affect the sound of your loop. If you select 'Volume', the velocity value alters the volume for this cell (16 = loud, 0 = quiet). If you select 'Filter', the velocity value alters the filter strength for this cell (16 = sharp, 0 = muffled). The 'None' button blocks use of the velocity values.

The bass section (bottom half)

The bass section allows you to create the right bass lines for your rhythm quickly. As in the rhythm row, there are two-step rows.

- With the first 'Notes' row, you determine the sequence of the notes, i.e. the sound sequence.
- By clicking on a cell with the left mouse button, you open a pop-up window, where you can select the notes.
- By clicking with the right mouse button, you delete a cell.
- If you click on an empty cell with the right mouse button, you will see a 'Stop' symbol. This function is similar to that in the rhythm section: it stops the bass sound play at this point.
- In the 'Octave' row you can determine the bass octave sound. Octave 1 creates a deep tone, Octave 3 a high tone. You can only set the octave values if there is a note in the row above.
- As in the rhythm section, there are also buttons for 'Clear', 'Random Notes' and a red selection field at the top border of the bass section. The red selection field allows you to set the bass sound.
- Underneath the step rows, you will also find two sliding controls for sound adjustment. You can use the 'Vibrato' control to make the bass tone 'swing' at its pitch. If the control is pushed all the way to the right, the swing will be stronger; all the way to the left will have no effect on the pitch.
- With the 'Delay' controller you can set a time for the sound to completely fade out. All the way to the right makes the sound fade out quickly (after approx. ¼ second); all the way to the left means ongoing sound.

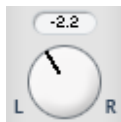
Mixer



MAGIX Video deluxe 2007 includes a real-time mixer with a master effects section that professionally mixes all the tracks within an arrangement. The Mixer can be opened by pressing the "M" key or via the button bar in the main window (also: "View" menu > "Mixer").

Mixer tracks

Each track has its own volume or brightness fader. This fader also affects added MIDI objects.



The stereo position for each audio track is defined with the Pan controls.

The "Solo" button switches a track to solo mode, i.e. all other tracks are muted. The "Mute" button mutes a track.

Double-clicking on any of the controls resets it to its default passive setting (no boost or cut in level) that does not require processor output.

Track Effects

Aside the audio effects in the object (Audio Cleaning, Reverb/Echo, Timestretch/Resample, Surround, etc) a separate track effects rack with equalizer, reverb/echo, compressor as well as plugins can be used in each mixer track.



The plugins are loaded via the plugin slot.



You can open the track audio effect rack with the FX button.

A light blue track FX button indicates that effects are active in the track. Please read the Audio Effects (see page 198) chapter for functionality and handling of the individual audio effects.

DirectX audio plug-ins

The MAGIX Video deluxe 2007 supports DirectX audio Plug-Ins. These are usually effects modules such as reverb, equalizer, etc.

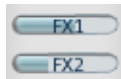
The DirectX system must be installed on your PC prior to using the DirectX Plug-Ins – a manual installation is only required on rare occasions. Generally, DirectX is already available through the Windows installation. If your PC does not have the DirectX System installed or if it is out of date, you can find a DirectX Installer on the MAGIX Video deluxe 2007 disc. Of course, DirectX plug-ins have to be installed first, depending on the used plugin.



Two so-called slots for track effects are located in the channel strip of the mixer for the corresponding track as well as in the FX tracks.

Clicking on the small triangle will let you select an effect from the list. Select "No effect" to remove a plugin from the slot. A left-click temporarily disables the plugin. Active plugins are displayed in light blue. Right-clicking on the slot opens the settings dialog of the plugin.

FX tracks



Two FX send controllers (FX1 and FX2) are located below the plugin slots.

You can determine the volume at which you want the signal to be routed to the two available FX tracks.

An FX track is a complete, additional mixer track which provides a complete track FX rack and two plugin slots for use as a send effect.

A send effect differs from a normal effect found in the track (Insert) insofar as it can edit the signals from multiple tracks or objects simultaneously.

The FX are usually hidden in the Mixer. They will be displayed as soon as one of the FX send controllers is used.

In the first FX track the hall function is activated as standard as it is the most important application of the send effects.

The volume controllers serve to regulate the volume of the FX track and corresponds to the old AUX return controller. The mute button is used to switch the FX function on and off. The solo button enables you to single out FX individual tracks. The peak meter of the tracks, which send to the FX track, are displayed in grey.

Master track

The FX button and the plugin slots function exactly like in the tracks. The FX button will open the **Master Audio Effect Rack**. With the **Reset** button you can reset all Mixer settings including the FX tracks.

MAGIX Mastering Suite (PLUS version): In the PLUS version MAGIX Mastering Suite (see page 169) is opened here.

5.1 surround (PLUS Version): This button switches the Mixer to Surround Mode. (see page 167)

Both faders control the total volume.



Link button: If you deactivate the Link Button, you can control the volume of the right and left channels individually.

Volume and panorama automation

You can automate the volume and panorama course of a mixer track. This means you can record this movement of the track volume faders and panorama controls while playing the movie. This way, for instance, you can simulate the movement of a sound source and volume adjustment from left to right instantly during playback.



As long as the **Auto Button** in a track is active, all movements of the volume and panorama controller are recorded.

The automation is displayed as a curve in the Arranger and can be edited later with the mouse.

Unlike the automation curve of the Mixer, the Dynamic Effects (see page 188) are track-dependent, i.e. irrespective of the objects contained in the track.

5.1 Surround (PLUS Version)

MAGIX Video deluxe 2007 supports playback in real 5.1 surround.

Requirements

You will require a sound card or a sound chip which is integrated into the computer's motherboard with six individual outputs to playback the individual channels:

- front left (**L**) / right (**R**)
- centre (**C**) / Subwoofer (**LFE**)
- back left (**Ls**) / right (**Rs**)

Surround playback is possible with all audio driver models (see Playback settings (see page 233)), (Wave, DirectSound, ASIO).

DirectSound is supported by most of the standard sound cards.

Wave drivers are similarly supported by many standard sound cards; however, individual sound cards (for example, Soundblaster) require access to DirectSound.

Note: 24-bit surround playback is often not possible, therefore please select 16-bit output.

For surround output with **ASIO** drivers you will require a 6-channel-capable ASIO driver (for example, MAGIX Low Latency). Older multi-channel audio cards that activate their stereo output couples via multiple separate drivers are not suitable.

Output of the six output signals is achieved in all driver models in the output channels in the same (standardized) order:

Channels 1/2: L-R

Channels 3/4: C-LFE

Channels 5/6: Ls-Rs

When using WAV or ASIO drivers, the loudspeaker settings normally have to be changed to 5.1 playback in the Control Panel.

In order to do this you have to start the Control Panel for "Sounds and audio devices" and select "Loudspeaker settings", "Advanced", "5.1 Surround loudspeakers".

On most systems, when using DirectSound, the program does this automatically.

Importing and exporting surround audio files

Import

When importing MPEG2 files with Dolby Digital sound (for example, VOB files from DVDs or DVB-TV recordings) you can choose from two different application cases:

- **Mixdown:** The surround sound is displayed as an audio object under the video object, playback of the surround track is reduced and recalculated to stereo playback. Use this option if you don't wish to edit the surround sound, but rather wish to export it. You can also use it if you think that a stereo export is enough to meet your requirements.

For the import of surround sound as a mixdown the free activation of

the Dolby Digital stereo codec is required.

- **Surround mix:** The individual surround channel pairs (L-R, C LFE, Ls-Rs) are split into three audio tracks as separate objects and the mixer is then set to Surround Mode (see page 166) (only in , optional fee-based activation of the Dolby Digital surround codec would be required). In this mode you can adjust the surround mix.

In MAGIX Video deluxe 2007 the import of Dolby Digital surround is always executed as a mixdown.

can also import interleaved wave files (multi-channel wave files), multi-channel Windows Media Audio and MP3surround files. A surround mix is always created.

Export (only in)

Surround mix exports can occur in any one of the following formats:

- Interleaved 6-channel WAV files
- Windows Media files (as a surround soundtrack of a Windows Media Video or WMV-HD disc)
- MPEG2 files with Dolby Digital sound track (requires activation of the Dolby Digital codec)

The files created are fully compatible with the normal file formats, this means that they can also be played on computers incapable of playing surround (in normal stereo).

The export is performed via the same menu commands (for example, "File" menu -> Export arrangement -> Audio as Wave) like the normal stereo export. You will then be asked if the export should be in stereo or surround format.

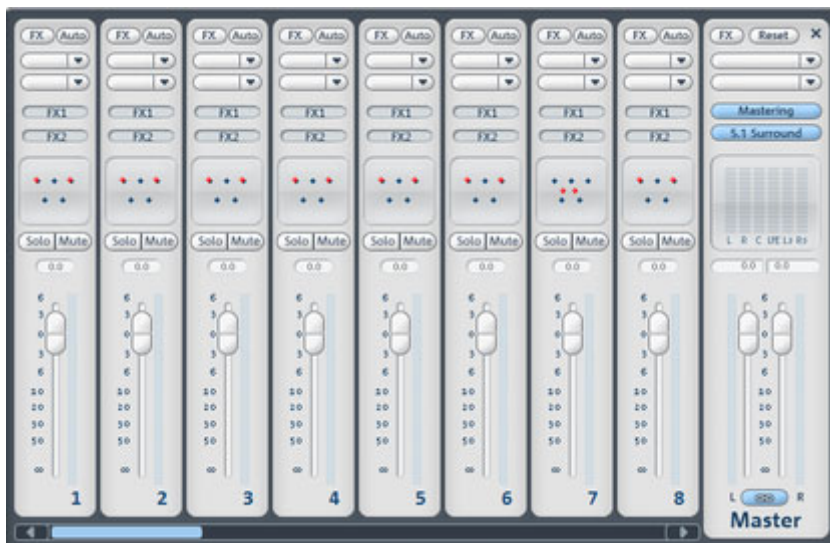
Export Dolby Digital Surround via Smart Encoding

You can also burn material to be exported with surround sound again without the need for the Dolby Digital codec (in MAGIX Video deluxe 2007 or without Dolby Digital encoder activation) to DVD or export the corresponding MPEG files while keeping 5.1 Surround Sound. To do so, use the "Smart Rendering" option which transfers the unprocessed parts of the output material without renewed encoding. Read more on this in the MPEG Encoder Settings annexe, General Settings (see page 283) section.

The import has to be executed as a mixdown, the audio material

cannot be changed (no fades, no audio cleaning, no volume adjustment). Harder steps, for example, for removing commercials are allowed, they may not happen precisely according to the frame, but at the GOP (group of pictures) borders.

The Mixer in surround mode



To activate surround playback, open the mixer (M key) and click on the "5.1 Surround" button in the master.

In the master, 6 peak meters for the individual channels are shown. The normal panorama button turns into a representative display of the Surround Editor (see below (see page 167)) which can be opened by clicking on the display.

The Surround Editor is also available to the FX tracks (see Mixer). For example, you can send the original track to the front loudspeaker **L/R**, the FX track however will remain at the rear loudspeakers **Ls/Rs**.

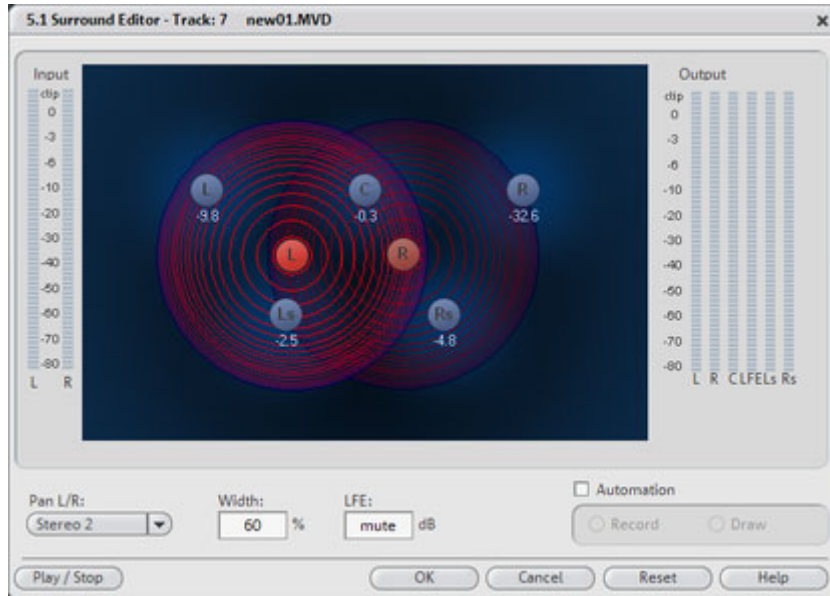
The master volume is applied to all channels, here the left controller influences channels L and Ls, the right controller; channels R and Rs and the middle value of both controller; the channels C and LFE.

The master plugins are only applied to the front channels!

In the master FX rack of the MAGIX Mastering Suite the full effect palette is not available in 5.1 Surround mode, but rather only the

compressor and the parametric equalizer (see page 169) (from the Mastering Suite). The settings of these effects have the same effect on all six channels.

5.1 Surround Editor



In the 5.1 Surround Editor of the mixer track you can arrange the audio signal of a track (displayed as two red sound sources) in the "imaginary" room. The signal is dispersed to the 5 (blue) loudspeakers which represent the individual surround channels.

There are 6 channels:

- L:** front left
- R:** front right
- C:** Center
- Ls:** back left/left surround
- Rs:** back right / right surround
- LFE** Sub bass (**L**ow **F**requency **E**ffect) channel

Dispersing the signal to the 5 loudspeakers occurs after the so-called sound source emits a sound field of a certain level (displayed as red circles). The further away a loudspeaker's source is, the lesser its share of the corresponding loudspeaker channel. The position of the loudspeaker can be moved with the mouse.

The subbass share (**LFE**) is set directly from the corresponding value table. It can also be changed by dragging the mouse.

There are various modes in which you can use the source signal:

- **Mono:** The (stereo) source signal is seen as mono material, the left and right channels are mixed together and arranged together. The original stereo information is lost here.
- **Stereo 1:** Similar to mono mode insofar as the left and right channels are moved together, however, only a portion of the left source is audible in the loudspeakers L and Ls and only a portion of the right source in the right channels R and Rs. The stereo information remains as intact as possible.
- **Stereo 2:** The left and right channels can be moved individually. The distance between the left and right source is retained when you move the left source. You can move an individual source by holding down the Alt key.
- **Center/LFE:** Only the left channel is arranged. In return, the LFE share is drawn solely from the right channel. This mode is only of importance to the Import of surround material.

"**Width**" determines the level of the sound field of an individual source.

Automation:

Panning of the sound source on the loudspeaker can be automated to simulate movements in the room.

For this to happen, "**Automation**" must be activated. There are two methods to create automations: record and draw.

To **record** (when automation is on), the sound source is moved between the loudspeakers during playback. When recording the automation, the "Record" checkbox lights up red.

The draw function is an alternative to drawing out complex movements. When drawing in active mode, all panner movements are transmitted to the time interval between the start and end marker (when the mouse button is held). You can thus draw the entire movement curve for the selected time range.

Reset deletes surround automation from the track.

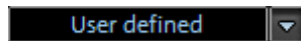
There is no automation of the parameters for width and LFE, of the

distance between the left and right source in "Stereo 2" mode, or of the loudspeaker positions.

MAGIX Mastering Suite (PLUS Version)

MAGIX Mastering Suite is a special effect rack for use with the mixer master channel. Its effects serve the so-called "Mastering" with which the finished mixed music file is given its last "cut".

The **On/Off switches** can switch the effects on and off individually. Each effect has a range of presets that can all be picked from a list on the lower border of the effect.



The settings of all effects can also be saved together as one **preset** so that you can use your ideal mastering setting again for other arrangements.



Each effect can be reset by pressing the **"Reset" button**. You can press the **"Bypass" button** to temporarily deactivate the effects.

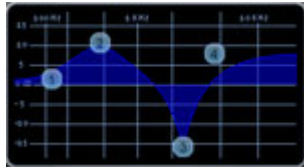
The MAGIX Mastering Suite consists of the following components:

- Parametric Equalizer
- Stereo Processor
- MultiMax
- Digital Audiometer

Parametric Equalizer

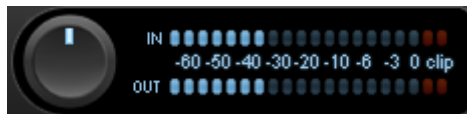
The parametric equalizer consists of four filter bands with which you can mainly form the sound of the music track. Each band is a filter with a typical "bell shape". Within a certain frequency range around an adjustable middle frequency you can increase or reduce the signal level gain. The width of this frequency range is called bandwidth. The bandwidth is defined by the Q value. The higher the Q value, the narrower and steeper the filter curve.

You can influence the basic sound of the mix by increasing and decreasing the broadband so as to give it more "depth" (lower center 200-600 Hz) or more "air" (Highs 10Khz). You can also decrease the narrow bandwidth (high Q-value) in the frequency response to remove, for example, disruptive frequencies.



Graphic: The resulting frequency path of the equalizer is displayed in the graphic. The frequency is spread out horizontally, the increase or decrease of the respective frequency, vertically.

The blue bullets 1-4 symbolize the four wave bands. You can move them around with the mouse until you find your desired frequency response.



Peakmeter: With the peakmeter you can control the output level of the equalizer. The adjacent master gain controller can be used to balance the level with the EQ.



Edit: The "Edit" button opens the fine-tuning for the four bands:



Parameter selection: With the buttons on the right you can select the parameter that can be adjusted with four faders of each band. Furthermore, there are number keys to enter every parameter of the bands.

Gain dB: These controllers allow you to raise or lower the filter. Setting the controller to 0 deactivates the filter and doesn't use CPU power.

Freq. Hz: The center frequency of the individual filters can be set between 10 Hz and 24 kHz with the frequency controllers. Freely choosing the frequency enables multiple filters to be set to the same frequency in order to have a greater effect.

Q (Bandwidth): Here you can set the bandwidth of the individual filters to between 10 Hz and 10 kHz.

There is still a peculiarity among bands 1 and 4: Their filter curve can be changed from a normal "Peaking" EQ filter (📈) to "Shelving" (📉) (this is the basic setting) and high (band 1) or high-cut (band 4) (📉). When using the "shelving" filter, a soft increase or decrease in all frequencies happens above or below the filter frequency, the Q parameter does not have a function here. With a low-cut or high-cut filter, all frequencies below (low-cut) or above (high-cut) the set frequency are filtered out.

MultiMax



The MultiMax is a compressor with three independent frequency bands. The dynamic processing takes place separately for each

band.

The main advantage of a multi-band compressor over a "normal" compressor is that warping and other bothersome side-effects are reduced drastically by the dynamic processing. This means, for example, that a single peak level in the bass section will not drag the level of the whole signal down.

Otherwise, the multi-band technology enables precise treatment of individual frequency bands.

Link bands: When this button is activated and one fader is adjusted, all faders are changed in the same ratio. The type of dynamic editing is not influenced.

High quality: When the "High quality" setting is activated, an even more precise algorithm is used which, however, requires more processing power. We recommend that you switch on this setting before you export the project.

Setting the frequency band: The settings of the frequency bands are changed directly in the graphic. Simply click on the separator lines and move them.

Bass/Mid/High: These controllers control the level of compression of each frequency band.

Limiter: The MultiMax contains a limiter that harmonizes levels so that, for example, too high a level is automatically reduced, and quiet passages remain unaffected.

Presets

In MultiMax you can use the presets to open further special functions.

Dynamic expander: Too high compression will result in audible noise (usually defined as a pumping sound). Particularly radio recordings are recorded with very high compression rates to increase the perceived volume. Unfortunately compression reduces the dynamics (interval between the quietest and loudest part). The Expander enhances the dynamics of the recording.

Cassette NR-B Decoder: MAGIX Video deluxe 2007 simulates decoding of Dolby B + C noise suppression if no player with Dolby is available. Cassettes recorded with Dolby B or C sound more muffled

slurry if played back without corresponding Dolby.

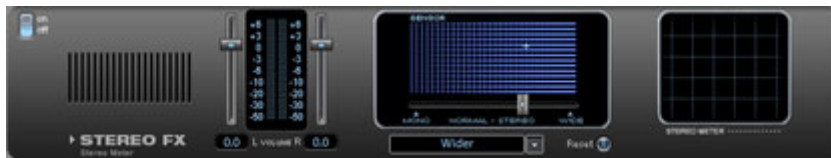
Noise Gate: This Cleaning function suppressed noise entirely below a certain noise level. This lets you create, for example, song transitions that are entirely noise-free.

Leveler: This setting automatically sets the entire material to an identical volume level. The volume control knob is no longer required. You can use this function to equalize greater volume differences within a song. To equalize volume variations between different songs you can also use the function "Normalize loudness" from the Effects menu.

De-Esser: These special presets are for removing overstressed hiss sounds from speech recordings.

Tip: The Limiter can also be used independently of MultiMax. The Leveler, however, can only be used in combination with the Limiter.

Stereo FX



With the Stereo FX enhancer you can determine the positioning of the audio material in the stereo balance. If the stereo recordings sound unfocused and undifferentiated, an extension of the stereo base-width can often provide a better transparency.

Bandwidth control: Adjusts the bandwidth between mono (on the extreme left), unchanged bandwidth (center), and maximum bandwidth ("wide", on the extreme right). Reducing the bandwidth can produce a rise in the level. In extreme cases - when the left and the right channels include identical material and the bandwidth control is pushed to the extreme left on "mono" - the result can be a level rising by 3 dB.

Raising the bandwidth (values of 100) diminishes the mono compatibility. This means that recordings edited this way sound hollow when listened to in mono.

Volume control: Adjusts the volume of every single channel, thereby

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adjusting the entire balance. The reduction of left and right levels is displayed under the control buttons. A centered recording can later be moved to the left or right of the stereo balance.

Stereo meter: This provides a graphic display of the phase relation of the audio signal. You can use it to review the orientation of the signal in the stereo balance and the effect of the stereo enhancer.

In order to achieve greatest compatibility with mono, the display should come closest to a diagonal line. Otherwise some frequency ranges may erase themselves if the stereo signal is played on a mono device.

Karaoke presets: These presets open a special karaoke effect that more or less eliminates vocals. It deletes middle frequencies typical for human vocals during playback so that someone else can do the singing.

In typical karaoke songs the lyrics are usually displayed as subtitles in the video clip so that the singer can follow. MAGIX Video deluxe 2007 also comes with a suitable feature: the Title Editor which can be used to create Karaoke subtitles. Please also read the chapter "Images and video objects", section "Title Editor".

Digital audiometer



A digital audiometer, which supplies separate level control indicators for every channel of the ten frequency bands, is situated below the sound warper on the master FX-rack. This device is used for orientation purposes, such as selective equalizer editing.

Video effects

Video controller

Select a video or picture object before opening the video controller (shortcut: shift + y) from the effects menu or context menu (right mouse-click on the object).



The starting image of the video is displayed on the video screen in the video controller.

- Play or stop the video object using the corresponding buttons. This causes the entire object to be played in a loop within the arranger, together with the background video in a mixing effect.
- Forward or reverse the video with the position slider.

Closing Video Controller:

OK

The video controller will not adopt the setting until the OK button is clicked to close the video controller.

X

Clicking on the X button will close the controller (abort the process) without adopting the settings.

In the "Effects" menu you can save the current effects settings in www.magix.com

order to apply them to further objects.

Optical FX

In this section you will find several optical effects.

Sensor fields

You can intuitively influence sensor fields with mouse movements. The graphics and the respective effect setting change in response to each other.

Whirlpool: The image is twisted into an S-shape.

Motion: Moving parts of the image are intensified and enhanced.

Echo: The moving images create an optical 'echo'; previous images stand still and gradually turn paler until they completely disappear.

Fish-eye: The perspective is distorted as if the image was viewed through a fish-eye lens.

Mosaic: The video is composed of different images and resembles a mosaic.

Soften: A soft-focus image is shown.

Lens: The image is dynamically distorted at the edges.

Blur: The image becomes blurred.

Sand: The image is depicted in a granulated manner.

Erosion: The image is broken-up by means of small rectangles and resembles a 'patchwork'.

Dilate: The image is broken down into cell-like elements.

Emboss: The edges are put in strong relief.

Play Speed

The playing speed can be adjusted with the slider control. In the minus range, the video plays backwards. If the playing speed is increased, the object length in the arranger is automatically shortened.

Note: Since the soundtrack of a movie cannot be played backwards,

you have to first separate the movie object from its soundtrack.

Contour

The image is reduced to its contours in two sizes (3x3 or 5x5). It is possible to either select vertical or horizontal contours.

Zoom/Position

Videos can be horizontally or vertically reduced (-) or increased (+) in size by activating the "zoom" option. "Position" can shift the originally centered video in all directions. You can also shift the video directly with the mouse on the video monitor.

The "Num. Edit" option opens a dialog for entering the numerical size of the change and shift in pixels or in percentages.

In this way, overlays of several videos can be obtained whereby the "Stamp" mix effect is stopped in the lower video (see below).

Mix FX

This section contains the mixing effects used to mix together a foreground and background videos to create an overlay effect. The video chosen to serve as the background for the currently selected foreground object must be positioned on the track above that object.

For all mixing effects, which are situated in the light blue range of the mix FX, special adjustments can be made with the two slide controls.

Mix: This button mixes the two videos together. With the aid of the fade handles, very soft cross-fades can be achieved between the partially overlapping videos.

Stamp: The currently selected object is 'stamped' into the video on the track above the object. This is only possible if the bottom video only takes up part of the image, as otherwise only the bottom (currently selected) video would be visible. The object should be reduced first, or moved by means of the edit functions (see above).

Transparent: One video is made transparent. The video on the top track is seen "through" the video on the lower track.

Black/blue/white/green Screen (Chroma key): This function creates a composite of two videos. The selected video covers up the video on the top track and all black/blue/white/green areas appear transparent. With this studio-style effect it is possible to 'place' a person who has been recorded in front of a blue (or green, white or

black) background into any type of landscape or background.

Alpha: This video effect uses the brightness of a video to control a cross-fading effect between two other videos on neighboring tracks. The additional videos should be situated directly above and below the alpha-keying object. In all black passages of the alpha-keying object, the top video is faded in, while in all white passages the bottom video is shown. Grey passages are permeable for both videos and create a mixture of the two. In the case of colored passages, the brightness of the color is used for control purposes.

Color FX

This dialog changes the colors.

Substitution: Based on the RGB scale, the red, green and blue portions are exchanged for a surreal color effect.

Shift: Colors are increasingly reversed. Blue colors turn red, green ones appear purple.

Quantize: Depending on the setting, colors are either rounded up or down so that the overall number of colors is reduced. This creates grids and patterns.

Color controls: Focus, brightness, contrast and color intensity can be adjusted individually for every object by means of the four sliding controls, similar to a monitor adjustment.

Special FX

Rotary control

It is possible to rotate the image with the large rotary control, which you will find on the right below the video screen. A double-click returns it to the neutral twelve o'clock position.

Symmetry

This section contains video effects for breaking down images.

Mirror V/H: The object is mirrored vertically or horizontally to appear the reversed or upside down.

Flip V/H: The upper or left half of the object is flipped to the bottom or to the right.

Kaleidescope: the left upper corner is mirrored horizontally and
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vertically.

Optimize Video

This option opens an editor for correcting video material discrepancies.



If this option is called up from the Record screen (**master effect**), the settings affect the whole movie. If it is called up from the Edit Movie screen, the settings only affect the selected scene.

Select the cleaning function you desire from the upper part of the dialog: Brightness & Contrast. Sharpness, Color or De-interlace.

When used as **master effect** ("File" > "Movie effect settings...") there are certain special settings which are not available as object effects. Otherwise the functionality of the dialog is identical.

On the right side you will see a preview of the current settings. The position fader allows you to see how the selected setting works for a particular part of a movie or scene.

Practical example

We'll assume that you want to remove an overexposed passage from your video that spoils an otherwise perfect recording.

1. In Timeline mode, turn the passage that you want to correct into an object in and of itself. To do this, place the S marker at the beginning and then at the end of the passage, each time clicking the scissor button ("Cut scene", shortcut: t).
2. Select the object you want to correct and click on "Video Cleaning" in the effects menu.
3. Modify the brightness until the image is exposed correctly (and if necessary, the contrast too) before exiting the editor by clicking on "OK".

General Handling

Presets: You can try out the suitability of a number of presets in the preset menu.

Automatic settings: This button usually offers you a good effect

setting. Simply select an image with the fader and click on "Automatic setting". The optimum cleaning setting will then be applied to the whole scene (or to the whole movie if the function has been called up from the Record screen).

All effects off: Switches all the effects off, allowing you to compare the original and edited material.

Navigation buttons: As in Story Maker you can use the navigation buttons at the bottom of this dialog to switch to the next photo.

Apply from previous: The settings of the last set photo are applied. This option is only active if you edit photos successively using the navigation buttons.

OK: The changes are applied to the current photos.

Apply to all: The effects are applied to all photos included in the slideshow.

Cancel: Closes the dialog. All changes are discarded.

Help: Opens this help file.

Brightness/Contrast

Brightness/Contrast: Use the faders to increase or reduce the brightness and contrast of the image.

Selective brightness (Gamma): "Gamma" sets the middle gray value, which is transmitted from various color areas. In the presets menu, you can determine which color areas that should be used. Using the fader you can also set the intensity of the brightness or darkness.

Color space correction (master effect): This option combats colors that are too strong and cannot be properly displayed on your TV. The color saturation of the photos in question are "turned down" to the maximum level at which they can be properly displayed.

Sharpness

The fader allows you to regulate the level of image sharpness.

The "Fine Tuning" option allows you to determine the level of focus for particular surfaces or borders.

Color

White balance: Light is not just a light. Depending on whether you
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are dealing with sunlight or artificial light, objects will appear in slightly different colors. The human brain can compensate this different color impression: A white sheet of paper is perceived as white even in candlelight, even though it looks far more yellow than in daylight.

In order for photos to correspond with the brain's usual perception a camera also must analyse the light and correct it if necessary. The camera is thus calibrated to the ambient light.

If your camera does not support this function, you can adjust the white balance later in MAGIX Video deluxe 2007.

Incorrect white balance results in an unnatural blue or red tint.

Application: To apply the white balance click on the button right of "White balance" and then select a part that corresponds to white or neutral grey. The color balance is now automatically corrected.

Hint: You can create crazy color effects by selecting a different color tone than the white one. There's room to experiment here.

Red-eye removal: This function lets you remove the all-too-common red eyes from photos taken with a flash. Click on the button and then drag out a square over the red pupils.

Color Hue: You can increase or reduce the color portions of images with the "hue" fader. A newly developed algorithm makes the change in color as natural as possible. With some experimenting, you can achieve some amazing results – such as turning summer images into autumnal pictures, or creating funky Pop Art...

Color: A selection of colors to add to images.

Hue: Increases or reduces the color portions of an image.

Red/Green/Blue: Changes the color portion mix.

TV Full Screen De-interlace

This option serves to open an editor for performing various adjustments for the TV picture. Apart from the interlace and anti-flicker filter, you can also adapt the slideshow to the actual scale of the television frame. A special algorithm ensures an optimal ratio between image size and image borders (anti cropping).

Interpolating for interlace source material: Select this option to remove ridge structures from the (video) image. If, for instance, you extract freeze frames from a video, these ridge structures appear in image sections showing movement.

Anti-flicker filter: Select this option for freeze frames with very fine structures and high contrast. You can use it to remove the flickering on your TV screen during playback.

Border cropping offset: Select this option if the edges are cropped during playback on your television. In this case the values of the master effect setting are used (see below).

TV Screen Size (Master effect settings)

This option ensures that the image size is adapted to fit the real television picture (anti-cropping). Without adjustment, the television might otherwise crop the image borders.

The four image margins can be proportionally adjusted by means of the four input fields. Here it is important to find the optimal balance between distortion, reduction, bar formation and image cropping:

- If the same value is entered for every margin, the image size is reduced proportionally. In this case no distortions will occur, but there will be bars along the edges.
- If different values are entered for the 4 fields, the image size is reduced unproportionately. This causes image distortion.

On (for photos!): This option enables the input values for the four image borders to be applied to the respective photos in reduced form. The result can immediately be viewed on the preview monitor.

Fade in TV display area in the preview monitor: This option displays the image borders of the television as lines in the preview monitor. The four image borders of the TV display area can be set by means of the 4 input fields. Here, it is, of course, necessary to know the actual size of the TV picture. To determine it, proceed as follows:

Determining the visible TV frame size

To determine the picture properties of your television as well as optimal image size editor settings, you should perform a test run.

- Load the "Visible TV picture.mvm" movie from the "my projects > visible TV picture" folder.
- Play back the movie and read the instructions on the video screen.
- Copy the movie to CD or DVD.

- Place the data carrier into your player and play back the movie. Compare the TV picture to the picture displayed on your video screen by MAGIX Video deluxe 2007.
- You can determine the proportional value of the borders cropped by the television by means of the 4 measurement scales along the edges of the test picture.
- Enter the values in the "Full TV size" editor.
- Now the image size is optimized to your TV picture. Please note that, depending on device settings and data carrier type, the cropping values may deviate.

Size and position

In this dialog you can change the size and position of the photos and videos. Real 3D positioning of images is possible here.

Open: Click on the FX button of a photo or video and select the entry **Image size and position**. In Timeline Mode you can right-click on a video or image object.

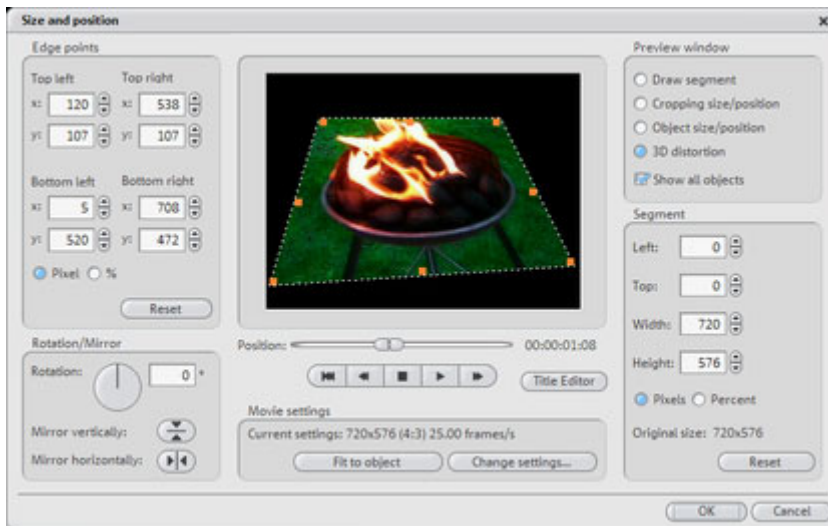


Image size: You can use the orange squares at the corners of the image to influence the size of the image. This can be displayed in pixels or percent (of the original size). **"Maximize"** image to the original image size of the movie. If **Keep aspect ratio** is activated, it will be maintained when resizing.

Position: Determines the screen position. It can be specified in pixels

or percent. The position of the image can also be specified by clicking in the image and moving it while depressing the mouse key.

Rotate/Mirror: You can use the controller to rotate the image by any degrees. You can also mirror it **horizontally** or **vertically**.

Preview window

There are four editing modes for specifying image size, sections and positioning:

Sketch section: Specifies the section to be displayed.

Section size / position: Allows you to move and scale the selected section.

Image size / position: Allows you to move and scale the selected image.

3D resize: In this mode you can distort the perspective of the image. "Image size" and "Position" then change to corner points where you can enter the individual cornerpoints numerically.

Hint: To create a 3D text distortion it is essential to create the text including its movements first and then apply the 3D positioning!

Section: Specifies the cropped section of the movie that is to be displayed.

Movement

Using this function it's possible to move clips of the picture so you get the impression of a camera movement. The clip can be either 50% or selected beforehand. You can also simulate zooming in or out, for example, for viewing far away landscapes.

Pan left-> right (right > left) Pan up > down (down > up)

This option is particularly useful for wide panorama pictures. The picture is panned to the right or down (or vice versa).

If no portion is previously set, a central portion of 50% of the picture is set. Using the functions in the clip (see page 185) submenu you can determine a portion of the picture on your own. The chosen section then moves at the speed derived from the chosen direction of the pan for the duration of the object crossing the whole width (left->

>right) or height (up<->down).

Zoom in only

Zooms in to the picture until the chosen picture section is displayed. If no portion is previously set, a central portion of 50% of the picture is set.

Zoom Out

Zooms the picture out until the entire picture is displayed. If no portion is previously set, a central portion of 50% of the picture is set.

Reset

Resets the current movement of the picture to its original state. All zoom effects are also reset.

Cropping

Clips can be used to

- – display just one section of the photo.
- – move the clip through the picture with the help of a movement effect – the result is a type of camera movement. Please read more on this in the next chapter: "Movement (see page 184)".

Zoom 2*

Apply zoom 2 to the photo. You only see 25% of the picture.

Zoom 3*

Apply zoom 3 to the photo. You only see 1/9 of the photo.

Free zoom selection

Select the clip that you wish to zoom into by highlighting a section using the mouse in the video screen.

Fixed proportions

Here, just as with "Free", you can select the portion you want to use. In this case, however, the ratio of width to height of the original picture is maintained to avoid any visual distortion.

Reset

Resets the clip back to the full size of the photo. You can now see the whole photo again. All movement effects are automatically reset.

Note: The clipped section is still required if you wish to use a clip you

selected yourself as a movement effect (see page 184).

Controlling Effects with Curves (classic version only)

In addition to static object-based effects, it is also possible to use dynamic object effects controlled by freely definable curves.

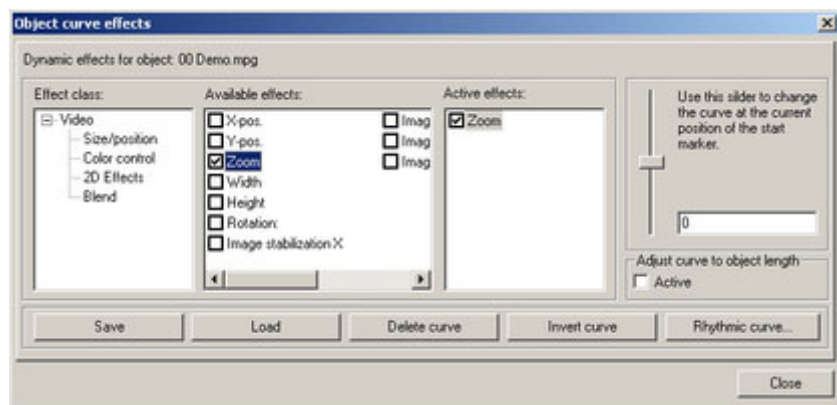
Selection and editing of the object curve effects takes place within the Dynamic Effects dialog, which is opened from the context menu and/or the FX menu.

Here you can activate different effects to be controlled by a definable curve. All effects are arranged according to groups; activated effects are check-marked and are separately listed in the bottom part of the dialog.

For each of the selected effects a curve is created which is placed over the object. The greater the curve, the greater the effect. The effect curve can be also be edited in the "Dynamic Effects" dialog.

Hint: Internally the effect curves for video effects control the same effects as the video controller. If an effect should be activated as a curve as well as in the video controller, the respective parameters are added.

Object curve effects dialog



Save/load: The envelope can be saved for application on other objects. This way you can move several video objects synchronously or apply the envelopes created from Audio Objects via Scan envelope

(Envelope generator (see page 187)) to video effects.

Delete envelope: The current effect curve is deleted.

Invert envelope: The current curve is mirrored on the horizontal 0-axis.

Rhythmic curve: This options creates a rhythmic curve, either via the Generator or - for audio objects - via volume analysis of the object.

Rhythmic envelope

This option creates a so-called 'envelope' for controlling effects. It 'envelops' the audio files on the track in different ways. In this manner it is possible to directly control effects by rhythm of the music.

After you have called the option 'rhythmic envelope' in the 'dynamic effects' dialog, a selection dialog appears where you can define the shape of the envelope more closely.

Beat-based: With this option, the shape of the envelope and thus the effect portion in the video follows the beat of the arrangement. Four different basic shapes are available for the beat-based envelope: 2 saw-tooth shapes, rectangle and triangle.

These shapes are regularly run through the video (visualized) in time with the beat and control the intensity of the activated effect.

On the left side of the dialog you can adjust whether the basic envelope shape is to be run through once per eighth, quarter, half or whole note.

Options: This takes you to an additional dialog, which determines the direction and strength of the beat influence on the envelope.

Scan envelope: As an alternative to the beat-based envelope, the volume course of an audio track can be used as an envelope for the video. Loud passages make strong video effects, while quiet passages create weak effects. In this way, a drum loop can, for instance, control the distortion of a dancer.

Normalize first: With this function, the level of the audio object is normalized first before the object is scanned to create an envelope. (See also 'audio effects', section 'normalizer' in this regard).

Curve Generator - Options

Limitation: Specifies the minimum and maximum envelope value.
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Delay at minimum/maximum allows you to further alter the curve shape of the pre-defined basic shape. **Shift** moves the entire curve, which lets you create interesting beats. This lets you create interesting offbeat effects.

Editing the effect curve in the dialog

Before playback, it is possible to use a slider to create and vertically move a point of the effect curve and move it vertically. During playback you can create an effect curve using the slider by creating a handle at position of the play marker, irrespective of the position of the handle.

Adjust curve to object length: Specifies behavior of the object curves if the length is altered subsequently. If the option is active, the object curves are compressed and extended with the objects, i.e. the curve points are moved correspondingly. For instance, if a movement curve is set so that an object is moved over the entire screen, this is also done after the length is changed (only slower or faster).

Editing the effect curve in the arrangement

- The curve can either be edited with the individual handles or by freely drawing the effect curve (in Curve-editing mouse mode (see page 266)).
- New handle points can be added by double-clicking on the curve; existing ones can be deleted by double-clicking.
- All handles can be moved with the mouse in a horizontal and vertical direction. The intensity of the effect simultaneously changes during playback.

Keyframe Animation (PLUS version)

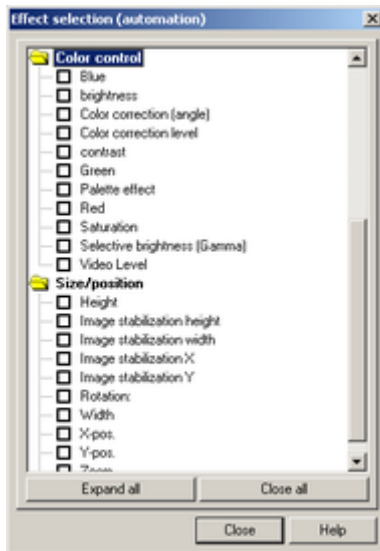
In the plus version you can control video and audio effects dynamically by using curves. Selection and editing of the effects and effect curves takes place in the "Keyframe Animation" dialog, which is opened in the context menu or the effects menu.

Overview

- Select the effects you want to use from the left.
- Use the "Position" button (or click in the beat line) to set the S marker where the effects curve point should be placed.
- To set the point, click "New".
- The higher the curve point, the more intensive the effect ratio.
- Test the result using the Play buttons in the Editor.
- Choose to apply the effects curves to the entire object or only to the section between the S marker and E marker in "Edit effects curve".

- The Effects curve shapes allows you to use preset curves or to create your own presets.

Effects selection



Different effects can be selected for controlling curves. All effects are arranged according to groups; active effects have a check mark and are specified separately in the Keyframe Animator as "active effects". For each selected effect a curve is produced and applied to the object. The higher the curve, the more intensive the effect ratio. The effect curve can be edited both in the arranger and in the "Keyframe Animator" dialog.

Note: Internally, the effects curves control the same effects as the video controller. If an effect is active as a curve in the video controller, the respective parameter is also added.

Buttons - General



With the "previous/next" buttons you can quickly switch between objects without leaving the Keyframe Animator. With "Undo" you can cancel your last editing steps, and "Reset" retrieves the curve used

prior to the Keyframe Animator's last application.

Position buttons (below, left central)

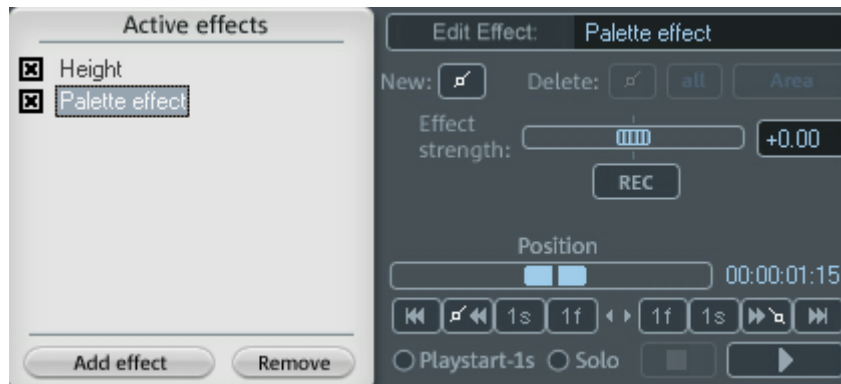


A small transport controller beside the Start and Stop buttons that sets the S marker in the arrangement

This can then set a new effects curve point or test existing effects.

Fader:	Allows you to shift the S marker
<<	Positions the S marker at the start/end of an object
>>	
Ø<<	Positions the S marker at the previous effects curve point
>>Ø	
1s	Positions the S marker one second later/back
1f	Positions the S marker one frame later/back
Playstart -1s:	Positions the S marker one second earlier
Solo:	Play the object in solo mode

Create and edit curve points



Active effects: All active effects are listed here. You can select the curve you want to edit here. Use the checkbox to temporarily deactivate the effect curve.

Delete: With this option the desired effect is removed from the list of added effects.

Add effect: Here you can select the effects.

Activate effect curve: For each of the selected effects a curve is created which is placed over the object. To select the effects curve of an effect, mark it in the left section of the keyframe animation dialog so that the background turns red.

If an effect is selected for editing, the intensity of the effect is displayed as a red curve on the object in the arranger.

The **effect intensity** may be entirely different depending on the selected effect, for instance, intensity of a color distortion, height of the video or rotation angle. A value between -100 and +100 is therefore entered.

The slider adjusts and displays the effect intensity at the current start marker or play marker position. Therefore, it follows the curve. If you drag the slider with the mouse, i.e. change the current value of the curve, a new curve point is created automatically. The curve points are depicted as small boxes on the red effects curve. The effect curves can also be edited directly in the arranger without opening the Keyframe Animator (editing the effect curves in the object (see page 194)).



You can also create a new handle with the New button and delete individual or all handles in the selected editing range.

Please use the number pad for precisely entering the effect intensity.

Example:

To create a linear movement curve, set the start marker to the time when movement starts. Now set the output position with the slider, set it to the final position of the movement and set the target position.

If the **Record** button is activated, you can move the effect intensity controller during playback and record the curve movement.

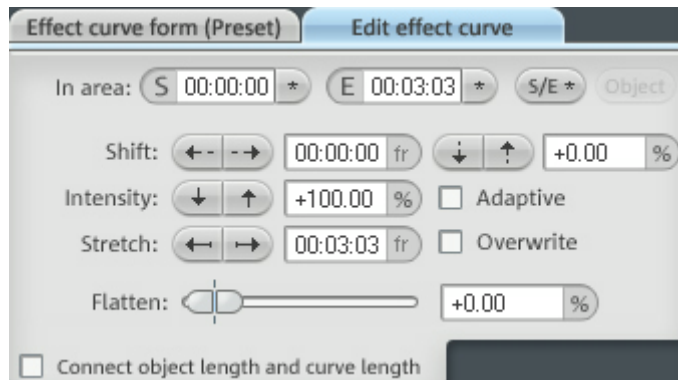
Edit curve

Here you can edit the entire effects curve instead of individual curve points. For this purpose you can specify edit ranges so that you can save, move, stretch, reduce or smooth part of an effects curve, e.g. as a preset.



In range: S and E imply which area is to be edited. Use the star

button to set the start or end of a range to be edited between the current Start/End marker positions. The Object button sets the editing range for the entire object.



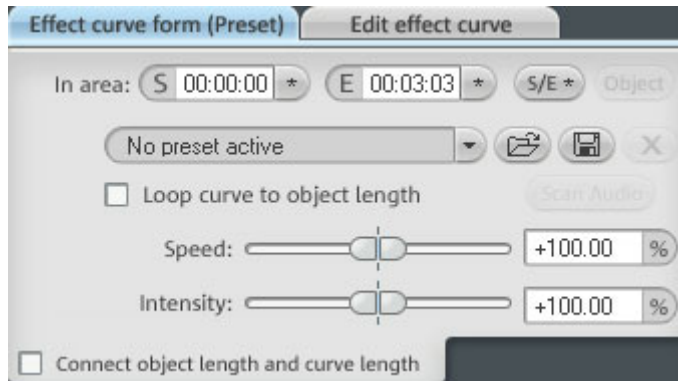
Shift: You can shift the entire curve horizontally (time) or vertically (strength).

Intensity: Scales the curve. The curve shape as a whole is weakened or strengthened as the maximum and minimum value of the curve is either increased or decreased and the intermediate points of the curve are accordingly adapted. If "adaptive" is activated, no jumps in value arise at the range edges.

Length: The curve as a whole is extended or shortened. If Overwrite is on, curve points beyond the editing range are simply overwritten - otherwise they are retained and pushed together.

Smooth: Rounds off effects curves.

Effects curve shape (Preset)



You can store and load any curve shape and/or cut out section from it as a preset. A set of useful presets is provided.

Select from the stored preset list. The Load button opens the selection dialog for preset loading, the Save button stores the selected range of the curve as a preset. The Delete button deletes the selected preset both from the curve and on the computer.

Loop preset in range: If the editing range is longer than the preset, the preset is looped.

Speed: Normally a preset curve is always stretched or squeezed during loading so that it fits exactly into the editing range. With this automatic controller, the speed of the preset curve can be changed. 200% thus means that the preset curve fits into the editing range twice, the effect thus changing at double speed.

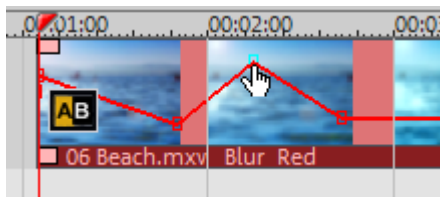
Intensity: Scales the curve. 100% means that the preset curve is applied to the full range of values of the effect. If you load the preset "bend neutrally to max" and lower the intensity to 50%, max only offers effect strength 50.

Scan Audio: The volume process of an audio object can be used as a curve for other effects. Call up the Keyframe Editor with the appropriate audio object. You do not need to select an effect, since you want to produce only one curve for another object. Now click on Scan Audio and name the curve. Now select the video to be controlled by the curve, add the desired effect and select the stored preset from the list.

Connect curve length with object length actively: Adjusts how the

object curves behave with additional length variations of the object. If the lengths are connected, the object curves are squeezed and stretched along with the objects; i.e. shifted according to the points of the curve.

Edit effects curve in the object



- The curve can be edited either via individual handles (in the standard mouse mode) or via freehand drawing of the effect curve (in the curve mouse mode).
- New handles can be added via double-click on the curve in the standard mode - existing handles are deleted via double-clicks
- All handles can be moved with the mouse horizontal and vertically.

Video effect plug-ins (PLUS Version)

Video effect plug-ins are additional programs of third-party manufacturers that can be used to add additional video effects to video objects. You can use them to extend your comprehensive selection of effects even further.

MAGIX Video deluxe 2007 supports the plugin format of the freeware video editing software VirtualDub. A selection of tested VirtualDub plugins (.vdf files, also called VirtualDub filters) can be downloaded as an installer package directly from within MAGIX Video deluxe 2007.

Important examples of using plugins are, for instance, removing channel logos, disturbances or adding special effects.

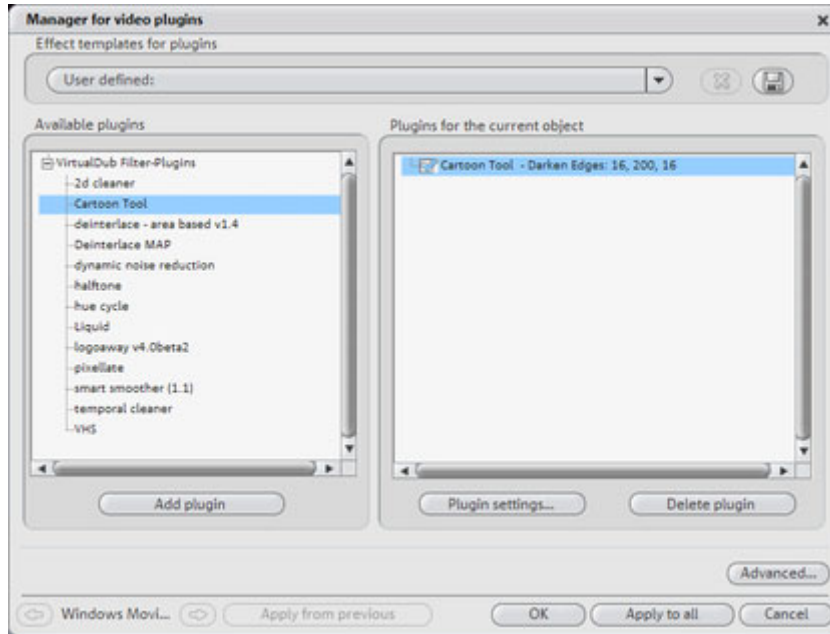
Using video effect plugins

In order to be able to use plugins, you have to install them first. MAGIX Video deluxe 2007 checks whether plugins are already available. If not, it will offer to download them from the Internet or to manually set the plugin path.

In order to use a video effect plugin, please use the **"Video effect plugin"** command from the Effects -> Video effects menu or from the

video and image object effects menu. A manager dialog will for video effect plugins will then open. It lists all available plugins on the right side of the dialog.

Manager for video plugins



Effect templates for plugins: MAGIX Video deluxe 2007 does not include plugins due to licensing grounds. However, presets for removing the Channel Logo (see page 197) are provided for some TV channels with the "logoaway" plugin.



You can save your personal settings by pressing the **"Save"** button and remove them by pressing the **"Delete"** button.

Available plugins: Here all available plugins are listed.

Add plugin: The selected plugin is added to the editing list. (**Plugins on current object** list on the right). You can load as many plugins as you like simultaneously. They are then edited subsequently according to the list sequence. The plugin order can be change by dragging & dropping into the list.

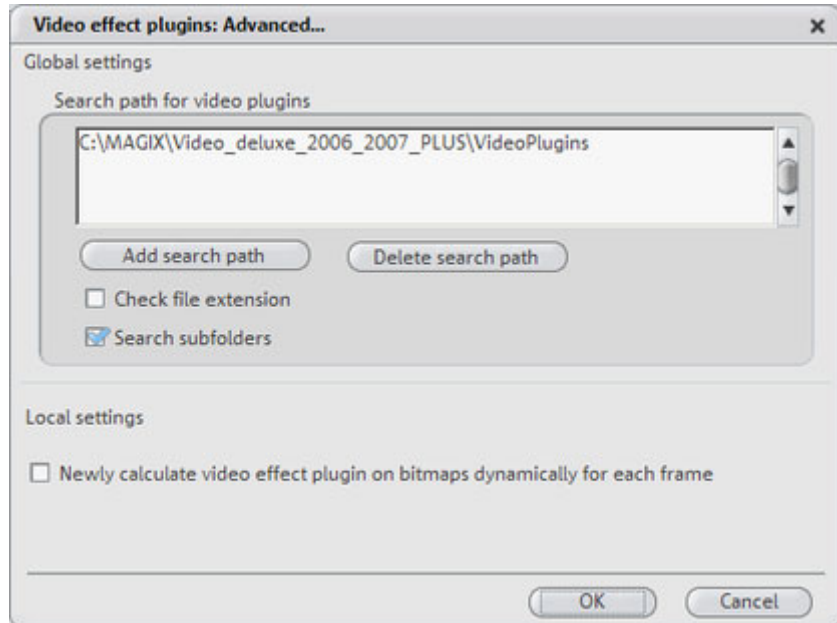
Plugin settings: Opens the settings dialog for the selected dialog. All plugin settings of the entire list can be saved together as presets

(effect templates for plugins).

Advanced: Opens the Advanced settings dialog.

The control elements at the lower border of the dialog (navigation buttons, apply from last, apply to all, OK, Cancel) correspond with the Optimize video (see page 179) dialog.

Advanced...



In the "Advanced" dialog you can specify the search path for the plugin. In these folders MAGIX Video deluxe 2007 checks for available plugin data at program start and adds these to the list of available plugins. With **Add path** you can add new search paths, **Delete path** removes them from the list again.

Check for file extension only: Accelerates the search for new plug-ins if several larger plug-ins are available by not checking the plug-ins for validity.

Scan subfolders: Extends the search to subfolders below the selected paths.

Local settings

Dynamically recalculate video effect plugins for bitmaps for every frame: If you have to apply a plugin to a bitmap (image) object, you have to activate this option if the plugin creates moving effects.

Removing the channel logo with the logoaway plugin.

The logoaway freeware plugin by Krzysztof Wojdan is a high-quality possibility to remove the channel logo from your video material. The plugin attempts to remove the channel logo by reconstructing image elements using from the surrounding area.

As each channel positions its logo at a different position and with different sizes you can select the presets for different channels from the effects templates.

Hint: The broadcasting rights of each channel have to be observed. Commercial use of the edited material clearly constitutes a breach of copyright.

Audio Effects

Using audio effects

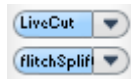
Audio object effects

There are two ways to apply audio effects to individual audio objects:

1. **Drag & drop:** The audio effects are stored in the "Audio FX" directory. Open the directory by clicking the corresponding Media Pool button. These presets have a preview function and can be dragged & dropped on an audio object in the arranger.
2. By **right-clicking on an audio object** in Timeline Mode or via the Effects > Audio Effects menu you can open individual audio effects via a menu command.

Track Effects

Aside the audio effects in the object (Audio Cleaning, Reverb/Echo, Timestretch/Resample, Surround, etc) a separate track effects rack with equalizer, reverb/echo, compressor as well as plugins can be used in each mixer track.



The plugins are loaded via the plugin slot.



You can open the track audio effect rack with the FX button.

A light blue track FX button indicates that effects are active in the track.

Track effects always affect all audio objects of a track, for instance, they also affect individual record takes of an audio recording. In comparison to applying an effect to each object individually, this saves storage space.

Master effects

Master effects affect the mixed sum of all audio tracks. For this purpose a Master Audio Effects Rack and further plugins are installed in the Mixer window. The PLUS version includes a special MAGIX

Mastering Suite (see page 169) for perfect sound.

Effects curves

Many effects may be manipulated using the effect curves for a more dynamic application of the effect. This means that certain effect settings can be changed during playback. Effect curves are always object related, i.e. they only apply to one object and are moved or copied together with the object.

To edit the effects curves you can use the window "Control effects via curves"; in the PLUS version you can use the convenient "Keyframe Animator (see page 188)".

Effect devices and Master FX

These effects are controlled in the conventional way by the use of slider controls, turning knobs, or buttons or alternatively using the graphic sensor fields.

Sensor fields: Sensor fields can be intuitively used with mouse movements, the sound of the audio and the respective effect settings change according to the mouse movement. For every effect, 2 settings are simultaneously affected with in the sensor fields (such as echo delay and feedback).

Power: Every effect device in the rack can be separately switched on or off.

Reset: Every effect has a reset button that restores the effect device's initial default (off). The effect is not calculated into the sound, and the effect is not rendered.

Preset: Each effect device is equipped with a selection of presets are selected through the drop-down menu.

Bypass: Some effects are equipped with a bypass button, which bypasses the effect device. The bypass button allows you to directly compare the neutral, unedited sound of the audio object with the effect setting you have chosen.

A/B: Similar to the bypass button, the A/B-button also compares two settings with each other. If you have selected a preset for the effect and make manual changes to it later, you can compare the original

preset sound with the new settings by using the A/B-button.

Audio cleaning

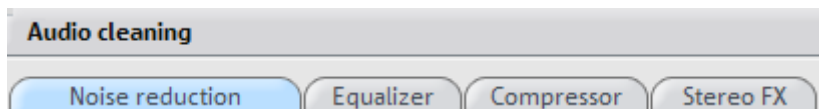
This option opens an editor for correcting audio material discrepancies.

Select the cleaning function you desire from the upper part of the dialog:

- The Equalizer (see page 202) allows you to manipulate the frequency spectrum – perfect for cleaning up muffled dialog.
- The Compressor is a dynamic volume control that can lend the overall sound a deeper, richer quality.
- The Stereo FX processor justifies the position of the sound in the stereo panorama.
- Denoiser, Declipper and Dehisser are professional noise reduction tools that do exactly what their titles say they do

Presets: You can try out the suitability of a number of presets in the preset menu.

Temporarily deactivate all effects: Switches all the effects off.



Apply to all scenes: Applies the selected cleaning settings of all effects to every scene of the movie.

Noise removal: Declipper, Denoiser and Dehisser

DeClipper

Should the input level of an audio recording be too high, overmodulation may result at the louder parts (the signal peaks). This digital distortion can also be called "clipping": At the overmodulated area, the values that are too high are simply cut off and the typical, quite unpleasant sounding crackling and distortions are heard.

MAGIX Video deluxe 2007 contains a special function for dealing with digital clipping and analog distortions.

Using the fader you can set at what level the DeClipper should register a signal as being overmodulated and, if required, correct it

(Clip level). This is important as different sound cards show different clipping methods. The more the fader is turned up, the lower the level recognized by the program as overmodulated. If the clip level is set too high, unwanted sound modification may occur.

Get clip level: The clip level is gaged automatically.

DeNoiser

The DeNoiser removes persistent background noise, such as computer hum, hissing, noises from sound charts, disturbance from ground circuits, interference from audio equipment with high-impedance outputs (such as record players), impact noise or the turntable rumble.

The DeNoiser requires a noise sample. Some typical noise sounds are included in the "Preset" selection menu.

Set the degree to which the noise should be reduced with the **fader**. It is often better to reduce interference signals by 3-6 dB rather than as much as is possible so as to keep the sound "natural".

A different option consists of creating a noise sample yourself. All that's needed is a short section from the audio track in which the distortion can be found. To get it, switch to the DeNoiser dialog by pressing "**Advanced**".

DeNoiser – Advanced settings

Step 1: Choose noise sample

First of all, a sample of the distortion you wish to remove must be selected, a so-called "Noise sample".

You have two options to choose from:

Pick out typical background noise: You can select and use a number of typical background noises from the flip menu. Select one and listen to it by pressing the "Play" button. If it is similar to the background noise in your sound track, go ahead and use it (see "Step 2: Removing background noise").

Extract a new noise sample from an audio track: You can also pick out a short passage (from the existing sound track) in which you can hear the background noise.

Automatic search: Searches especially quiet passages in which

background noise is most noticeable.

Previous / Play / Next: These buttons allows you to play all of the passages found for easy comparison.

Save as: Once found, you can save noise samples to the hard drive. They then appear as entries in the "Typical background noises" flip menu to be used in other projects.

If you only wish to use the noise sample in the current project, you don't have to save. Instead just go to the "Remove noise" category.

Step 2: Remove noise

Noise level: The level of the noise reduction function should be set as precisely as possible. Values that are too low are expressed in too low a distortion dampening level and in artefacts, like noises or "twittering" (see below). High settings produce dull results – useful signals that sound similar to hissing noises are also filtered away. It's worth your time to seek out the best setting.

Reducer: This sets the balance between the original signal and the signal with the applied noise reduction. It's often better to reduce interference signals by 3-6 dB rather than as much as is possible, so as to keep the sound "natural". With buzzing, it's best to apply complete removal.

Dehisser

The Dehisser eliminates regular "white" noise, typically produced by analogue tape recordings, microphones pre-amplifiers, A/D converters or transformers.

Noise reduction can be regulated in decibels with the fader. It is often better to reduce interference signals by 3-6 dB rather than as much as is possible so as to keep the sound "natural".

Noise level: You can choose between different noise levels. The level of the noise reduction function should be set as precisely as possible. Low settings result in incomplete deletion of the hissing. Incomplete deleting of hissing produces artefacts and should be avoided. High settings produce dull results - useful signals (e.g. the blow of a wind instrument) which are similar to hissing are also filtered away.

Equalizer

The 10-track equalizer divides the frequency spectrum into 10 areas (tracks) and supplies them with separated volume controls, which

allows you to achieve many impressive effects, from the simple rising of the bass, to total sound transformation. If you raise the low frequencies too much throughout the whole level, it can cause distortions.

Fader: The volume of each of the 10 frequency bands can be set separately with the 10 volume controls.

Link frequency bands: The frequency fields can be bundled together flexibly in order to avoid artificial-sounding overemphasis in individual frequency fields.

Compressor

The compressor is essentially an automated dynamic volume control tool. Tune dynamics are limited, loud passages stay loud, low passages become louder. Compression is often used to make the material more powerful, particularly for bass recordings and vocals, but also as master effects in the mixer for adding to the overall sound.

Ratio: Regulates compressor ratios.

Function: Defines the compressor's mode of operation depending upon the sound material.

Stereo FX

With the Stereo FX processor you can adjust the alignment of the audio material in the stereo balance. If the stereo recordings sound spongy and undifferentiated, an extension of the stereo base-width can often provide better transparency.

Band-width control: Here you can adjust the band-width between mono (on the extreme left), unchanged base-width (center) and maximum band-width ("wide", on the extreme right).

Reducing the band-width can raise the overall level. In extreme cases, when the left and the right channels include identical material and the band-width control is pushed to the extreme left on "mono", the result can be a level increase of 3 decibels.

Raising the band-width (values of 100) diminishes the mono compatibility.

Audio effect dialogs

Some of the following effects can be opened individually (context menu) or as part of the track or master effects rack. However, the functionality remains the same.

Echo/Reverb



The reverb effect device offers newly developed and very realistic reverb algorithms to add more room depth to your recording.

Reverb

Reverb is probably the most important but also the most difficult effect to generate.

Fundamentals

Our everyday experience shows that not every room matches every instrument. Thus we have designed "virtual" rooms. However, it still remains important to find the correct parameters. Here are some examples of parameters that are decisive for the sound impression in real and virtual rooms:

- **Size of room:** The larger a room, the longer the sound travels between walls or objects. Our brain "calculates" the size from the time difference. The size impression is mainly determined from so-called first reflections and the discreet echo. We don't notice a (diffused) reverb.
- **The reverberation time** is mainly influenced by the composition of the walls, ceilings and floors. This reverb time is highly frequency-dependent. For instance, the highs and mids are dampened more in rooms with curtains, carpets, furniture and some corners than in an empty and tiled room.
- **The density of the reflection.** The sequence of the first reflection is particularly important. A room with many individually recognizable echoes feels alive, especially if they are quite far apart.
- **The Diffusion.** Simple reverb machines do not take into account that reflections become more and more complex as they develop. They blur the first echoes at the beginning, which sounds artificial and "two-dimensional" for many signals. Our reverb effect works like a real room instead where individual echoes can still be heard at the beginning of the reverb but then reflect amongst each other more

and more until they disappear in the signal sustain as a so-called "diffused hiss".

The presets include many rooms that were designed for certain instruments and applications and whose internal parameters have been optimized for these applications. However, you can influence most of the characteristics of the room using the provided sliders.

In addition to the rooms we have modeled two device types in the reverb effect that allow you to create an artificial reverb for a longer time: Plate Reverb and Spring Reverb.

Plate Reverb

A plate reverb consists of a large metal plate (often 0.5 to 1m² thick or more), that is put into motion by a magnet and coil system (similar to a loudspeaker). On the reverb plate so-called "taps" are positioned at different locations. These are pick-ups comparable to those on a guitar. Reverb plates have a very dense sound (high diffusion); no direct echo can be heard. They are therefore ideal for percussive metal. With vocals a plate reverb generates a smooth "well-being effect".

Spring Reverb

You probably remember Spring Reverb from guitar and keyboard amps, particularly older ones. At the bottom of these amps a unit consisting of two to four spirals is mounted on a vibration-free carriage. As with the reverb plate it uses systems for transforming the electric signal into a mechanical one. There are different designs and sizes of spring reverb; however, they all have the same quite peculiar sound: the typical "bloing" sound when the springs are moved, similar to splashing. When the reverb dies away the basic pitch of the spring(s) can usually be heard quite clearly. Furthermore, the frequency range is considerably limited due to the losses in the spirals and in the used pick-up/transmitter. Despite this, the sound is special and some of the latest music styles (e.g. dub & reggae) would hardly be possible without spring reverb.

Parameters

The reverb effect has the following parameters:

Size: defines the size of the room (or the system for the plate and spring). With some low "size" settings you can also reduce the distance between the individual reflections. This allows resonance to develop (accentuated frequency ranges), which can sound oppressive if the reverb sustain is too long. The proper size for each instrument can be gauged by taking into account the interplay

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between the room and the resonance.

Time: reverberation time. With this controller you can define how far the echo will be absorbed, i.e. the time for the reverb to die away. Turning this knob to the left minimizes the time. You will then only hear the first reflection. Turning the knob to the right minimizes the absorption and thus results in a long sustained reverberation.

Color: within certain limits you can influence the sound characteristic of the effect. The effect of this controller depends on the used preset. In rooms "Color" controls the dampening of the highs in the reverb (from dark to bright) as well as pre-filtering of the signal. The controllers for plate and spring presets also determine the dampening of the basses.

Mix: this controller sets the mix ratio between the original and the edited signal. For rooms you can therefore quite easily move a signal further into the room by increasing the effect share. The last four presets are intended for use in an AUX channel of the mixer and are set to 100%.

Presets

The presets are primarily sorted by instruments; however, you can (and should) choose which preset you want to use for which instrument.

Echo

The echo effect is defined more closely with 'delay' and 'feedback' and calculated into the original sound by means of 'mix'.

Delay: Here the period of time between the individual echos can be determined; the more you turn the control to the left, the faster will the echos follow each other.

Feedback: Here the number of echos can be adjusted. Turned completely to the left, there is no echo at all, turned completely to the right there are virtually endless repetitions

Timestretch/Resample



This effect device changes the object's speed and/or pitch.

Pitch: This control changes the pitch independent of the object's speed ("pitch-shifting").

Tempo: This control changes the tempo independent of the pitch ("time-stretching"). The object acts as if it were compressed or stretched on the track.

Tones/BPM: These fields are used to numerically enter the pitch or speed change. Only MAGIX Soundpool files are suitable for numerical entries as they contain information on pitch and speed.

Setup: This button opens a setup dialog where you can select various pitchshifting and timestretching procedures.

- **Standard:** Time-stretching and pitch-shifting without the use of beat markers. The method is suitable for audio material without a pronounced beat.
- **High quality:** Timestretching and pitchshifting in high audio quality even with extreme time extension. Beat markers are used at the beats or transients. The markers can be generated in realtime (automatic) or read from the WAV file if available (patched). The algorithm is suitable for rhythmic material that can not be divided into individual beats or notes because the impacts or notes overlap each other.
- **NOTE:** This method requires a lot of processing time which is why it should be used sparingly on less powerful systems.
- **Smoothened:** Here a considerably more complex algorithm is used which requires more processing time. The material can now also be used on very large factors (0.2...50) without bringing about strong artifacts. The material is "smoothed", which makes the sound softer and emits it at an adjusted phase level. This smoothing is hardly audible, for example, with speech, singing or solo instrumentation. Problems may arise with more complex spectra (sound mixes from various instruments or finished mixes).
- **Beat marker method slicing:** The material is cut at the positions of the beat markers and re-constructed in the timeline. The markers can be generated in realtime (Auto) or read from the WAV file if available (Patch). The algorithm is suitable for rhythmic material that can be divided into individual beats or notes. For this it requires a low level before

each impact or note.

- **Beat marker method stretching:** The material is stretched between beat markers positions so that the impacts or attacks at the beat markers positions are not impaired by stretching. The markers can be generated in realtime (Auto) or read from the WAV file if available (Patch). The algorithm is suitable for rhythmic material that can not be divided into individual beats or notes because the impacts or notes overlap each other.
- **Monophonic voice:** Time-stretching and pitch-shifting for vocal solos, speech or solo instruments. The material must not contain background noise, and excessive reverb may also be detrimental to the use of this method. With suitable material the audio quality is very high. In addition, the formants remain when pitchshifting.
- **Resampling:** Pitch shift and tempo can not be changed individually. This method requires considerably less CPU time.

Equalizer



The 10-band equalizer subdivides the frequency spectrum into ten areas ('bands') and equips them with separate volume controls. This way it is possible to create many impressive effects, from a simple boosting of the bass to complete elimination of a certain range of frequencies. Note: If low frequencies are boosted too much, the overall sound level is heavily increased which may lead to distortion. In this event, adjust the overall volume downward by using the 'master volume' control situated at the bottom center of the effect rack.

Slider control: Each of the ten frequency ranges can be separately boosted or turned down with the ten volume controls.

Link bands: Using this button randomly combines the frequency ranges with each other in to avoid artificial-sounding overemphasis of an individual frequency range.

Touch screen (right EQ section): This is the 'sensor field' of the EQ.

Here you can draw any type of curve with the mouse. This will be immediately translated into a corresponding control setting on the left side of the EQ.

Compressor



The compressor is an automated dynamic volume control. It limits overall dynamics, maintains the volume of loud passages so they stay loud, and increases the volume of low passages. A compressor can be put to good use for bass recordings and vocals, but also as a master effect in the mixer for subsequent editing of the overall sound.

Processing is carried out using a "look-ahead" method, similar to high-quality studio appliances. There are no peak overmodulations or other artifacts, as the algorithm can never be 'surprised' by sudden level peaks.

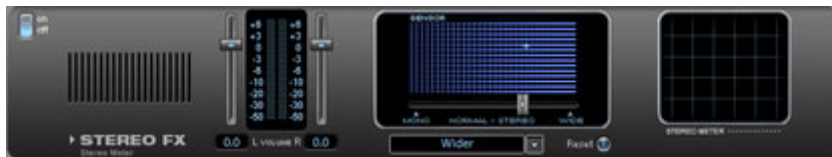
Ratio: This parameter controls the amount of compression.

Threshold: Set the volume threshold, below and above which compression is applied.

Attack: Sets the algorithm's reaction speed to increasing sound levels. Short attack times can create an undesirable "pumping" sound, as the volume is quickly reduced or increased correspondingly.

Release: Sets the algorithm's reaction speed to falling sound levels.

Stereo FX



With the Stereo FX enhancer you can determine the positioning of the audio material in the stereo balance. If the stereo recordings sound unfocused and undifferentiated, an extension of the stereo base-

width can often provide a better transparency.

Bandwidth control: Adjusts the bandwidth between mono (on the extreme left), unchanged bandwidth (center), and maximum bandwidth ("wide", on the extreme right). Reducing the bandwidth can produce a rise in the level. In extreme cases - when the left and the right channels include identical material and the bandwidth control is pushed to the extreme left on "mono" - the result can be a level rising by 3 dB.

Raising the bandwidth (values of 100) diminishes the mono compatibility. This means that recordings edited this way sound hollow when listened to in mono.

Volume control: Adjusts the volume of every single channel, thereby adjusting the entire balance. The reduction of left and right levels is displayed under the control buttons. A centered recording can later be moved to the left or right of the stereo balance.

Stereo meter: This provides a graphic display of the phase relation of the audio signal. You can use it to review the orientation of the signal in the stereo balance and the effect of the stereo enhancer.

In order to achieve greatest compatibility with mono, the display should come closest to a diagonal line. Otherwise some frequency ranges may erase themselves if the stereo signal is played on a mono device.

Karaoke presets: These presets open a special karaoke effect that more or less eliminates vocals. It deletes middle frequencies typical for human vocals during playback so that someone else can do the singing.

In typical karaoke songs the lyrics are usually displayed as subtitles in the video clip so that the singer can follow. MAGIX Video deluxe 2007 also comes with a suitable feature: the Title Editor which can be used to create Karaoke subtitles. Please also read the chapter "Images and video objects", section "Title Editor".

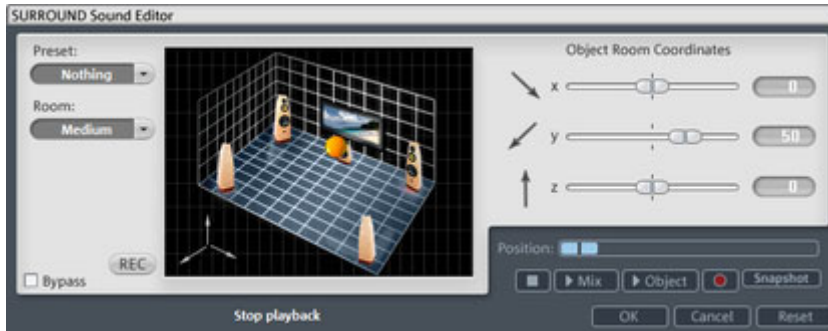
Digital audiometer



A digital audiometer, which supplies separate level control indicators

for every channel of the ten frequency bands, is situated below the sound warper on the master FX-rack. This device is used for orientation purposes, such as selective equalizer editing.

Surround



With the Surround Editor you can place audio objects in space. As well as right and left in the normal stereo panorama, the Surround Editor offers front / back and up / down arrangement.

Surround requirements

- Sound playback with a Dolby ProLogic-compatible amplifier system (also referred to as Dolby Surround).
- In addition to the two stereo speakers there is also a center speaker as well as two surround (rear) speakers.

No additional audio channels are needed. Sound tracks on exported videos and/or discs are in normal stereo format - the surround data is then encoded into it. The videos can then be shown on any system equipped with surround sound.

Buttons

Bypass: Turns Surround Sound on and off.

Presets: Preset selection.

Room: Select room dimensions.

Rec: Activates "Draw Mode" (see below).

3D Graphic: Allows you to draw 3D movements with the mouse. Use the mouse wheel to set the height.

Object Room Coordinates: Three regulators for setting 3D

coordinates - X for left-right, Y for back-front and Z for up-down.

Stop: Stops the playback.

Playback (MIX): Starts the playback for all Arrangement tracks.

Playback (Object.): Starts the playback for the selected audio object.

Snapshot: The Snapshot key is coupled with the orange Object Position controller and takes a snapshot of the current position in the 3D space.

?: Opens the help dialog

Reset: Removes 3D movement.

OK: Closes the dialog and accepts the 3D settings.

X: Closes the dialog without accepting the 3D settings.

Object Position: Sets the object position along the timeline.

Draw

There are three 3D movement options in the Surround Editor

1 Draw mode: Activate the "REC MOUSE MOVE" button. Now click on the ball with the left mouse button and drive with the mouse along the 3D graphic. Control the height via the mouse wheel. When finished, release the mouse button. Press on the playback button for the object and hear the recording. The recording can be deleted with the RESET key. The mouse movement is always adapted to the object length.

2 Snapshot mode: Move the OBJECT POSITION controller to any position. Place the ball on the desired position in the 3D graphic and press the SNAPSHOT key. Now move the OBJECT POSITION controller to another position and set the ball to the desired position in the 3D graphic. Press the SNAPSHOT key again around to store. If you press on Playback, the ball moves from one point to another in the 3D space.

3 Record mode: Start the red record button. The recording begins and is played as a loop in the respective object. Now click with the left mouse button on the ball and move it in the 3D graphic. The 3D movement is now recorded. Stop with the red record button.

Automatic track damping

This command automatically dampens the volume of other audio objects. This lets you easily add movie comments. You can also specify whether you want to dampen the original sound of the video or all soundtracks.

In the dialog you can activate and deactivate the value of the dampening.

You can use this command while recording audio (Audio recording (see page 47), advanced options)

More audio effects

More audio effects can only be opened via the Effects > Object effects menu as well as the context menu of audio objects. Please read the chapters Menu Effects > Audio object effects (see page 249) as well as the Audio (see page 140) chapter.

Menus

Certain menu items are not available in the "Record" and "Burn" screens. The menu reference describes the full menu as found in the "Edit" screen.

File

New movie

Use this option to create a new movie (or a new empty filmbox) for your recordings and imported files.

Shortcut key: Shift + N

If you would like to start MAGIX Video deluxe 2007 or create a new video, a dialog will open:



Here you can decide if you want to "Load an existing video" for further editing and burning onto a disc, or if you want to "Create a new video".

Under "Options" MAGIX Video deluxe 2007 offers to "Create new
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video file". In this file all data that belongs to the video project will be saved and can be easily retrieved.

Load movie

With this option you can load a movie into your disc project.

Please also note that all affiliated scenes have to be available. MAGIX Video deluxe 2007 will search for the used sounds and paths at the location where you saved the movie.

Key: Ctrl + o

Save Movie

The current arrangement is saved under the existing name. If no name has been selected, then a file name dialog opens for defining the path and file name.

Please note: In the movie file (*.mvm) all information about the used media files, cuts, effects, and titles are saved, but not the picture and sound material itself. This is found in the recorded or imported media files that remain unchanged during the entire MAGIX Video deluxe 2007 editing process. To save the full movie into a dedicated directory, for instance to continue editing on a different PC, please use the function Copy movie and media into directory.

Shortcut: Ctrl + S

Save Movie as

This opens a file name dialog for defining the path and the name of the arrangement that is to be saved.

Please note: In the movie file (*.mvm) all information about the used media files, cuts, effects, and titles are saved, but not the picture and sound material itself. This is found in the recorded or imported media files that remain unchanged during the entire MAGIX Video deluxe 2007 editing process. To save the full movie into a dedicated directory, for instance to continue editing on a different PC, please use the function Copy movie and media into directory.

Shortcut: Shift + S

Close movie

With this option you can remove the current movie from the Disc

Project. However, it is still available on the hard drive and can be loaded again anytime.

Keyboard shortcut: Ctrl + F4

Attach movie

Using this function you can attach a movie to an opened one. This is then attached to the end of the movie and automatically takes on the original movie's settings.

New project



This menu item creates a new MAGIX Video deluxe 2007 disc project. You can also open this function via the "new project" button in the video monitor.

Key: Ctrl+Alt+N

Load/save disc project

Load disc project

Loads a previously saved disk project. Make sure that you have the movies that belong to the project available! All sounds and videos to be used are retrieved using the path given when the last "save" was made to the disc project.

Shortcut: Ctrl+ Shift + o

Save disc project

The current disk project is saved under its own name. If a name is not given, a dialog opens for you to enter a name and a file path.

Shortcut: Ctrl+ Shift + s

Save disc project as

The current disk project is saved under its own name. A dialog opens for you to enter a name and a file path.

Shortcut: Ctrl+ Shift + d

Clean-Up Wizard

The Clean-Up Wizard helps you delete movies from you hard drive,

including all help and project files, after burning is completed.

Warning: If the files used in the movie also are used in other movies, (e.g. personal trailers, title music, etc.) you should make a backup first.

Delete specific files

Choose this option if you would like to choose certain files to be deleted. In the file selection dialog, you can select the desired files. In the next step, the Clean-Up Wizard searches for other files which belong to your selection. Using this method, you can delete an entire movie with all of its accompanying media, help, project, and backup files. Before they are deleted, you receive relevant information in a dialog and a confirmation.

Search and delete superfluous files

Choose this option if you would like to find unnecessary files or to free up some space on your hard drive. The Clean-Up Wizard then automatically looks for extra files created during use of MAGIX Movie Edit Pro 11. Before they are deleted, you receive relevant information in a dialog and a confirmation.

Shortcut: Ctrl+Alt+G

Advanced

In this dialog you can select further files for deletion and other folders to search through for similar or superfluous files. Use the plus keys to add files or folders to the list. The minus key removes them.

Export movie

You can export your movie in different video formats. Depending on the chosen format you can vary the selected options.

Presets: Presets include the most important typical settings for the desired format .



With the **"Save"** button you can save your own settings, with the **"Del"** button you can remove them from the list again.

Export settings: Here you can adjust the general export parameters

such as **resolution**, **aspect ratio** and **frame rate**. You can select the most common values from the dropdown menus; for custom values simply click on the "..." buttons. The specific settings for the selected video format can be accessed via the "**Advanced**" button. With "**File**" you can export your file into a different directory. With "**Overwrite file without asking**" you can export multiple movies to the same movie file.

Other: "Other" allows you to shut down the PC automatically after lengthy encoding and to limit the export to the selected range (start to end marker).

Output after export: Some formats allow special playback options (e.g. DV-AVI on the camera or WMV export with output via Bluetooth to your mobile phone).

Video as AVI

When exporting to AVI video you can set and configure the size and frame rate of the AVI video and the compression codec for audio (audio compression) and video (Codec).

Please also note the general info on AVI videos (see page 274)!

Shortcut: Alt + A

Video as DV-AVI

This option exports the video as a DV encoded AVI. You will be asked for which video standard you want to export DV data. ? PAL (Europe) or NTSC (USA). The arrangement can be easily transferred to the Digicam via the Firewire interface.

The window will provide further information on all available options. You can access it via the button "**Advanced...**" in the Export dialog.

Key: Alt + b

Video as MPEG video

MPEG stands for "Motion Picture Experts Group" and is a high-performance compression format for audio and video files.

Details on the settings of the MPEG encoder can be found in the MPEG Encoder Settings annexe.

Key: Alt+C

MAGIX video export

Exports the movie in MAGIX video format. This format is used for video recording by MAGIX video software, and is optimized for digitally editing high quality video material.

Keyboard shortcut: Alt+W

Video as Quicktime Movie

Exports the movie in Quicktime movie format. This enables streaming playback of audio and video files over the Internet.

As with Real Media export appropriate adjustments can also be made for video site, frame rate and codec settings. However, the export dialog does not permit you to add commentary to the video.

For Quicktime files (*.mov) you have to install the Quicktime library.

Key: Ctrl + E

Uncompressed movie

When exporting an uncompressed AVI video file you can adjust the size and frame rate of the AVI video you wish to create.

Warning: This will create very large files!

Key: Alt+U

Video as sequence of single frames (PLUS version)

This option exports the video as a sequence of single BMP files. The number of the bitmap files can be set in the export dialog under "frame rate".

Shortcut: Alt+V

Windows Media Export

Exports the arrangement in Windows Media format. This is a universal audio/video format from Microsoft. The setting options in

the **Advanced dialog** are correspondingly complex.

Manual configuration

Audio/video codec: Various codecs corresponding to the various Windows Media versions (7, 8, 9) are possible. Should compatibility problems arise on playback, try an older codec with a lower version number.

Bit rate mode: Constant and variable bit rate modes are possible; however, most devices and streaming applications require a constant bit rate. For VBR two pass modes the movie is compressed in two passes in order to optimally use the bandwidth for highly-compressed movies for the Internet.

Bit rate/quality/audio format: The bit rate substantially determines the display and audio quality. The higher this is, the better your videos will look and the larger the files and the required encoding time will be. For variable bit rates, the bit rate is adapted dynamically to the requirements of the corresponding picture or sound material. Here, either the quality value of between 1-100 can be set or, for two-pass encoding, an average or maximum bit rate. For audio, the bit rate is set additionally by the audio format.

Import from system profile (export type): For the most used methods (other than playback on mobile devices, with which you should use the supplied presets), like, for example, Internet streaming, Microsoft provides diverse system profiles to choose from. If you have the Windows Media Encoder 9 installed, which is available from Microsoft as a free download, you can edit the profiles or create your own. These can be loaded by pressing the "**Import from profile file**" button.

Go to **Clip info** to insert title, author name, copyright details and a description.

Key: Alt+F

Real Media export

Exports the movie in Windows Media format.

RealMedia enables streaming playback of video files via the Internet. This has a very high compression rate, but the quality is noticeably reduced. After choosing a name for your file, you can specify the bit rate of the transmission speed (modem, ISDN, etc.) at which the

audio file should still be playable without any errors.

There are many options for embedding meta information for this format.

Audio settings/Video settings: Here you can select the presets for the quality of the audio or video material. Press the "Advanced" button to open an additional compression dialog. In the advanced video options you can select the number of frames per second ("fps"), the lower the value, the less data is transferred and the lower the picture quality.

Clip information: Here, you can enter author, video name, and so on, which appear in the Real Player during playback.

Clip meta information: You can enter keyword information for search engines here. When the Real Video clip is uploaded to a homepage, search engines will find it thanks to these keywords. This search engine indexing can also be switched off.

Video pre-processing options: Of special interest here is the "Two-pass encoding" field, which can be used to enhance the quality of the video. Here, the video is compressed into two runs in order to optimize the bandwidth optimally. You can also select various filters.

Video size: Here you can select between video sizes of 160 x 120 and 720 x 576 pixels.

Profile: You can select here at which bandwidth the video should be created, that is, over which data connection it will be played in real time ("streamed"). The settings selected here may limit the other selections as files for 28k modems cannot be created with high quality.

Key: Alt+R

Video as MPEG4 video

In order to use the MPEG4 video export feature, you will have to activate this function first. Activation is possible directly from within the program (menu Help > Activate MPEG4)

MPEG4 is the most advanced video format available at the moment. Unlike others, it can provide high-quality pictures at the same file

size.

Behind MPEG4, you'll find a highly complex "academic" standard that operates and is supported variably according to make. To go into detail on these differences and parameters would be beyond the scope of this documentation. For this reason, indications, along with the operational manual of your device, are given that should help create executable MPEG4 files. For more experimental users, the complete setup options of the MPEG4 codec can be found behind the "Advanced settings..." buttons.

Video/Audio: The MPEG4 format and the advanced AVC format are also available but have, as of yet, only been used in a few devices. MPEG4 video can be combined with AAC or AMR sound, the latter mostly in conjunction with mobile phones. The combination ACC/AAC doesn't appear very often (Apple iPod Video), ACC with AMR in contrast, not at all.

Muxer: Here you can find the so-called container formats and special options for Apple iPod and Sony PSP. MPEG4 is usually used as an **output format**, mobile phones mostly use 3GPP.

Key: Alt+K

Audio as WAV

The soundtrack of the movie is exported as a WAV audio file.

Key: Alt+H

Export as transition...

see Creating custom alpha transitions (see page 115)

Single frame as BMP

Exports the image, which is at the current Start-marker and which is displayed on the video screen, as BMP file.

Shortcut: Alt+M

Single frame as JPEG

Exports the image, which is at the current Start-marker and which is displayed on the video screen, as JPEG (*.jpg) file.

Shortcut: Alt+N

Internet

MAGIX Online Album/MAGIX Online Print Service/MAGIX Online Content Library

For MAGIX Online Services please read menu item @Services!

MAGIX Online Video Service

All the latest Internet videos: In the integrated MAGIX Online Video Service there are over 10 categories with all the latest Internet videos (fun clips, short films, music videos, trailers, cartoons, and much more). Every video can be loaded straight away into the program and continue to be used from there.

Send as e-mail

This option in the "File" menu generates a compressed file in the Windows Media format and opens the respective email program. The generated Windows Media file is automatically added as an attachment to anew message. Any type of arrangement can be compressed and sent without any intermediate steps.

Shortcut: Shift+U

Web Upload onto "MAGIX.TV"

You can upload your own videos onto the MAGIX homepage (www.magix.com) for the world to see and hear. All you need is an Internet connection modem, ISDN or DSL. The upload works as follows:

1. "Publish to Web"

After saving your video, select the "Publish to Web" option in the file menu. This will open a "publishing Wizard" that will lead you through the process. Note: You must agree to the licensing terms before you can continue.

2. Info

On the second page, enter your name and name for the video so that it can be found online. Then enter your Email address in case our editing team would like to contact you.

3. Download Optimization

On the next screen, select a target download speed for the video. . 56 kbit/second is preset. For slower modems, adjust this setting to 28 kbit, but note that the quality may suffer somewhat. The best quality is 128 kbit Dual Channel ISDN.T Anyone with a fast Internet connection will experience the video in the best quality possible. Activating all 3 speeds produces and uploads three versions optimized for each Internet connection speed.

Press the Complete button. The video will be compressed and uploaded onto the MAGIX server.

That was it! Now your web browser will open with MAGIX.TV.

4. Legal Check

Publishing copyright-protected material on the Internet (such as music from commercial CDs), without the specific written permission of the copyright holder(s) is expressly forbidden. For this reason, our editing team must check contributions that do not use audio material from MAGIX Soundpool loops. If they contain protected material, we cannot publish them. Please note:

- If you only use material from the MAGIX Soundpool CDs, the video appears immediately in MAGIX.TV. Therefore, do not export files before uploading the arrangement! Exporting a file first produces a media file, which does not contain information about the material used.
- If other material is used, such as your own photographs, it is only checked to make sure that it is legal. It can therefore take a while before your video appears online.

5. MAGIX.TV

Check out videos from other MAGIX video artists on MAGIX.TV. MAGIX.TV is an online forum for personal entertainment, new discoveries and personal production. You can learn more about events, competitions, web charts, MAGIX.TV, web radio, web publishing area etc. at www.magix.com.

Shortcut:

Shift+V

Establish Internet connection

Establishes an Internet connection, provided you have to dial up.

Keyboard shortcut: Shift + W

Burn CD/DVD**Manually compile files**

Opens the MXCDR burning application for burning movies or other files onto CD/DVD. The files are selected by simply dragging & dropping them into the MXCDR explorer. Further information can be found in the MXCDR help.

Keyboard shortcut: Alt + Shift + R

Copy CD/DVD direct

In the dialog there are several options for creating a copy:

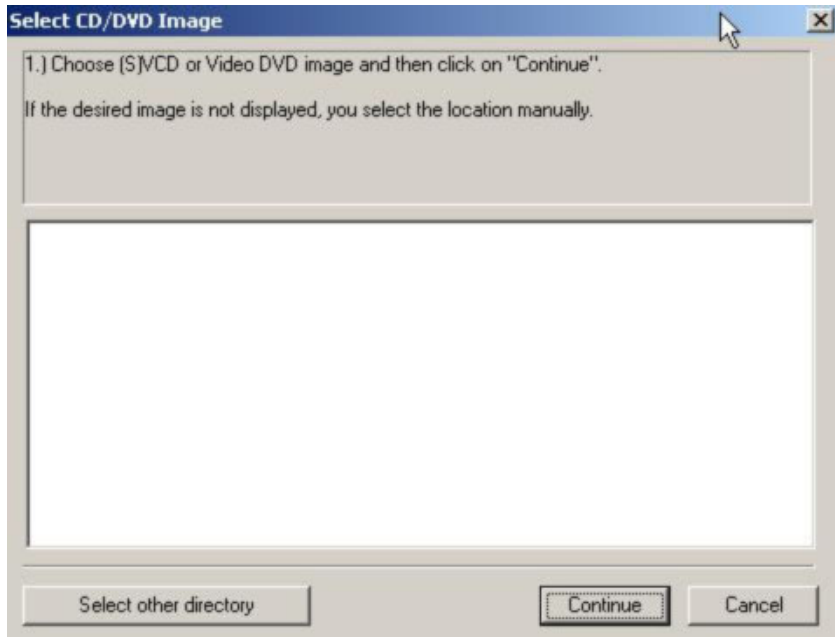
- **Copy:** Here you can directly copy a non-copy-protected CD or DVD.
- **Shrink:** Compresses a DVD to the size of a regular single layer DVD+/-R/RW.-All files of the original DVD have to be on the hard drive.
- **Analog copy:** Copies your video onto a disc via analog recording.

More on this in the chapter "Record (see page 34)" dialog.

Key: Alt+Shift+D

Burn copy of already created (S)VCD/DVD

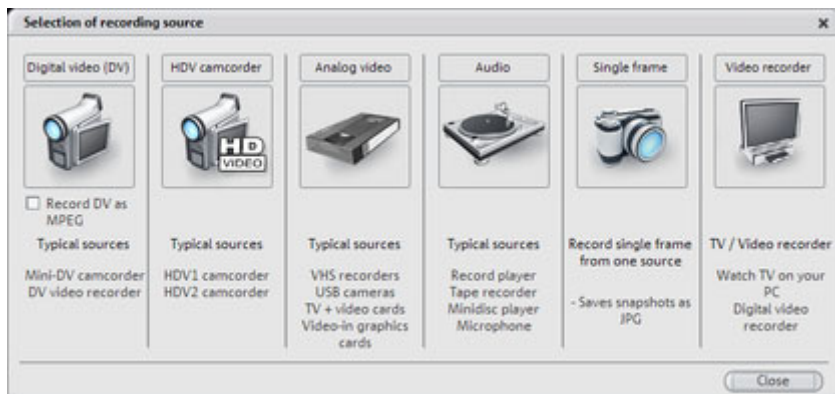
All necessary files, menus and encoded video files needed to burn a CD/DVD will be temporarily stored on your hard drive. After your disc is burned, these are not automatically deleted. Using "Burn copy of already created (S)VCD/DVD", you can use these images to burn as many discs as you would like without having to encode the files again.



In the dialog, choose the image you want, and then all necessary files are transferred to the MAGIX burn tool, mxcdr.

For more information on using mxcdr, read the help file in the program!

Record audio / images / video



A selection window will open from which you can select the desired record type. You can also access it via the "Record" button in the Transport Control.

Key: G

Twain Scanner

Select source

The Twain interface connects MAGIX Video deluxe 2007 with just about all current scanners and digital cameras. Follow this procedure if you are scanning for the first time using the Twain interface.

1. Install the Twain software on your PC.
2. Restart your computer.
3. Run MAGIX Video deluxe 2007.
4. Click "File: > Twain scanner/camera > Select source," if your scanner is working with 32-bit software.
5. In the dialog box, click the device you wish to work with. From now on, this step is no longer necessary, as long as you keep using the same device.

Shortcut: Alt+Q

Scan

The scan window of the scan software displays. Specify the resolution and color depth. Once the scan is complete, the Twain software closes automatically – MAGIX Video deluxe 2007 awaits you with a fresh image file. However, the Twain window may also remain opened. You can then scan several images in succession.

Output audio/video

This command opens the dialog for outputting the completed video or its soundtrack to analog or digital video recorders/camcorders or various mobile devices such as smartphones, PDAs, video players or games consoles.

Please read the chapter Output audio/video (see page 129)!

Key: H

Read tracks from audio CD

You can simply import a CD track such as a regular file from the Media Pool via drag&drop. If this simple method should fail, you can use this menu command to open the CD Manager where you can select tracks from Audio CD and load them into the arrangement completely. More on this can be found in the section "Importing

Audio CDs (see page 140)" in the Audio chapter.

Key: C

MovieShow Maker



MAGIX MovieShow Maker (see page 111)

Key: Ctrl+Shift+M

Soundtrack Maker



This command opens the MAGIX Soundtrack Maker (see page 143) .

Backup copy

Burn (disc project), movie and media onto CD/DVD

If you choose this option, the disc project's movies and all of their corresponding media files are grouped together and burned onto disc.

Larger projects can also be burned directly onto disc. The movie project is automatically spread over several CDs. A restore program burned onto the first CD of such a backup guarantees easy restore of the backup.

Shortcut: Ctrl + Shift + r

Copy (disc project,) movies and media to folder

With this option, you can put a complete MAGIX Video deluxe 2007 arrangement, including all used multimedia files in a folder. All movies in the current disc project, including all of the related media, are put together and copied into the chosen folder.

Hint: The PLUS Version also permits DV logging. This means you can do without saving (very large) DV-AVI and audio files as MAGIX Video deluxe 2007 saves this material in DV tape and automatically reloads them when reloading from DV tape.

A file requester opens, in which you can define the path and the

name of the arrangement that is to be saved.

Shortcut:

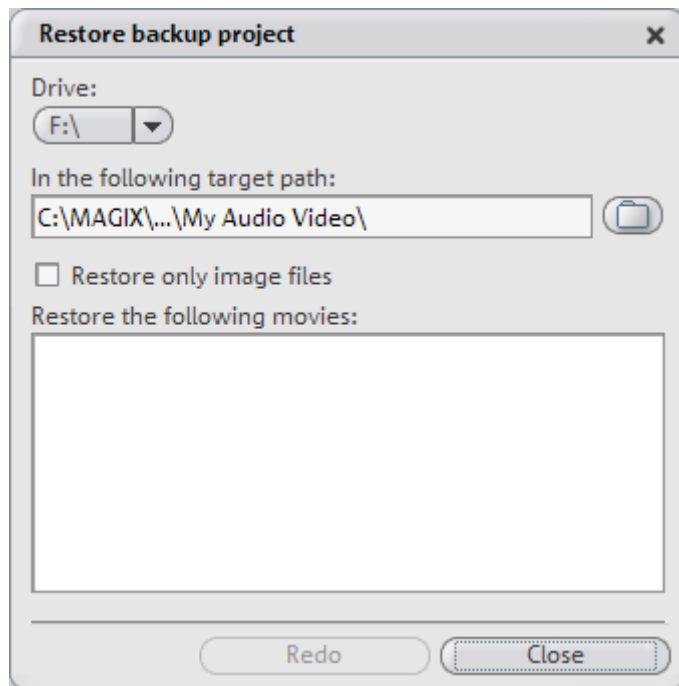
Copy movies and media to folder

Shift+R

Copy disc project, movies and media to folder

Ctrl+Q

Recover disc project of (S)VCD/DVD



Use this option to load a disc project that has been burned as a backup project to (S)VCD or DVD.. The disc has to be burned with the option "**Add project backup**" (see "Burn Disc Dialog Options").

You can choose which of the movies contained on the disc should be restored by selecting it from the list and highlighting and selecting which directory. In this folder you a subfolder Backupxxx will be

created for each restored backup where all project files of the disc will be stored. All restored movies are then loaded into MAGIX Video deluxe 2007 and can be edited.

If you select the option **"Restore image files only"** only the original image files contained on the disc are restored.

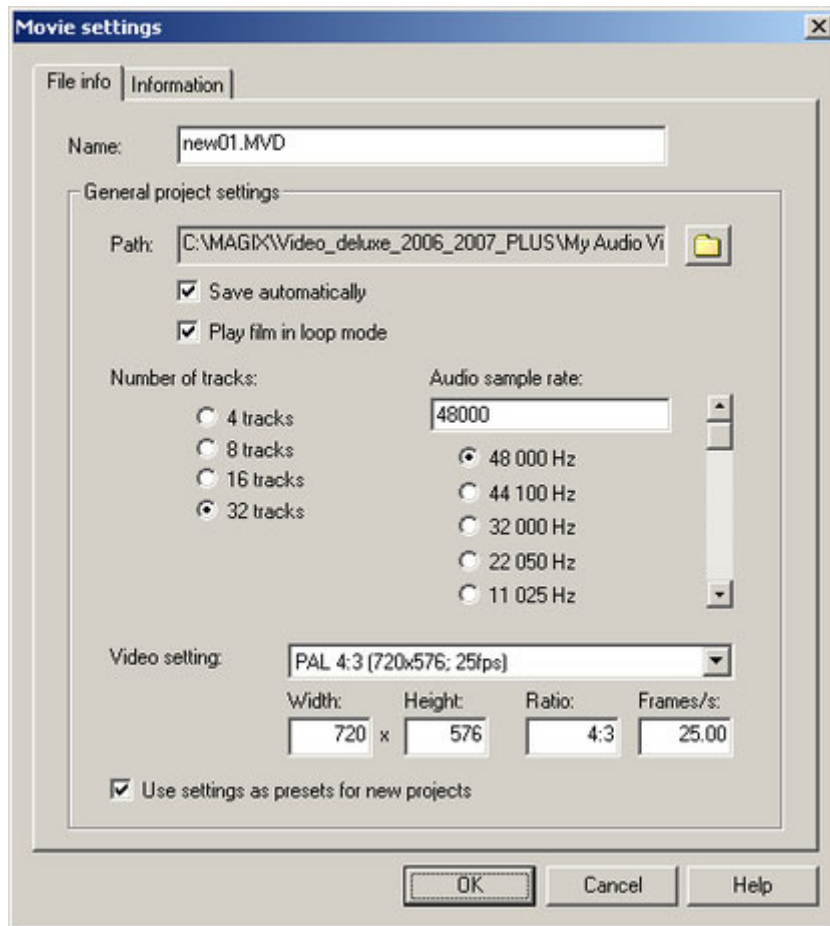
Key: Alt + Ctrl + R

Load restore movie

This option lets you load the backup version of a movie, which is created automatically. The automatic backup files use the MV_ (underscore) file extension. This option is quite handy in case you for example inadvertently press save during editing, but you still want to go back to the previous version of the movie.

Key: Alt + O

Movie settings



Properties

Name: Here you can enter the name of the current movie.

Path: This is where you determine the folder on your hard drive in which your movie is saved.

Play movie in loop mode: The movie is then played over and over again; that is, once the movie reaches the end marker, it is started again from the beginning.

Automatically save: The movie is automatically saved at regular intervals. You can set the interval in the system settings (Y key).

Number of tracks: Here you can change the track number.

Audio sample rate: The preset sample rate is 48 kHz. This sample rate is used for all recordings and is also a prerequisite for DVDs. With this setting, optimum sound quality is guaranteed. Audio material at different sample rates (e.g. CD Audio with 44 kHz) is automatically adapted when loaded (resampling). Only change this value if you want to use sound material with a different sample rate or if your sound card does not support this sample rate.

Video resolution: You can select the standard settings for the picture format and frame rate for PAL or NTSC TV pictures or for your own format. Please note that MPEG encoding requires a width/height ratio divisible by 8.

Use as presets for new projects: Use the same settings from the dialog as standard settings for new projects.

Information

This option opens an information window with the following settings:

Name: Here you can enter the name of the current movie.

Path: This is where you determine the folder on your hard drive in which your movie is saved.

Created on: Displays the time the movie was created.

Last changes: Displays the time when last saved.

Number of used objects: Displays the number of all objects in the movie.

List used files: All files used in the movie are listed here.

Keyboard shortcut:	E
--------------------	---

Program settings



All basic settings for MAGIX Video deluxe 2007 are made in this window. This allows you to influence the settings of MAGIX Video deluxe 2007 in detail.

Key: P

Play

Audio playback

Driver selection WAV/Direct Sound: Here you can specify whether you wish to use the standard Windows driver for the sound card or the DirectSound driver. DirectSound is a component of DirectX and, if necessary, is installed together with Video deLuxe. DirectSound has the advantage that the sound output (for all modern sound cards or onboard sound chips) can also be used by other programs open simultaneously. WAV drivers are recommended if the CPU load is higher, as the larger buffers allow better handling of the load peaks (otherwise this would cause crackling).

Output device: Use this option to specify which sound card plays the wave audio objects. This is especially important if you have multiple sound cards installed on your computer, e.g. "onboard sound" as well as an additional sound card.

Audio buffer: In order to allow smooth playback of a complex arrangement, MAGIX Video deluxe 2007 creates a RAM data buffer into which the current data is loaded. Therefore it is not the entire arrangement that is pre-processed; far more, processing occurs step-by-step.

Multi-track audio buffer/preview audio buffer: Here you can specify the size of the buffer that should be used for playback of the entire arrangement or for previewing waves in the file manager.

Number of buffers: Here you can specify how many buffers you want to us. More buffers increase the safety for crackle-free playback of the arrangement, but also increase the memory requirement. If played via Direct Sound (see Settings in the "Playback parameter" dialog), only one buffer is automatically used.

Note: If response and loading times are too slow, reduce the buffer size; otherwise increase the buffer size if the audio playback is choppy or if real-time errors occur. As error-free playback is usually more important than fast reaction times, the buffer size should be raised to 16384 or 32768 if dropouts occur. The possible number of buffer updates is between 2 and 10.

Write realtime audio to wave file: If this option is activated, the entire soundtrack can be mixed live and recorded simultaneously. During

playback, for example, you can therefore control mixer fades and effects live. All realtime activities are recorded and saved in a separate WAV file.

MIDI playback

With MIDI device you can specify which soundcard or which MIDI interface should be used for MIDI playback.

Video playback parameters

Video cache size: The video cache ensures a smooth on-screen playback of files and effects by preloading them. The ideal setting depends on your system. It is best to experiment to see what results in the best playback performance.

Arranger

Autoscroll during playback: If autoscroll is activated, the screen view automatically shifts when the playback cursor reaches the right edge of the screen, which is particularly useful for longer arrangements. You may select the size of the scrolling steps from either "Fast" (whole pages) or "Slow" (half pages).

Warning: Scrolling requires constant recalculation of the screen view, which may lead to interrupted playback if the amount of system RAM is too low. If this does happen, then you should deactivate autoscroll.

Display: Displaying objects in timeline mode allows your to simplify the performance enhancement. You can decide whether to display preview frames for video objects across the entire object, or just for the first and last frames. For audio objects you can hide the wave form display. This is particularly recommended for MPEG data streams.

Update in background: The update if the object display after move and zoom operations in the arranger is performed in the background in order to let you work smoothly.

Image playback: Resizing high-quality image material: You can use this feature to improve the quality when resizing, particularly downsizing to less than half of the original size as in picture-in-picture effects. This also requires more CPU power.

Directory settings

Set the paths where

- the projects are saved
- imported and exported data and recordings are stored
- exported (Export) and imported (Import) files and recordings (Recordings) and virtual VCR recordings (TV recordings) are stored
- temporary files are stored (which are needed for regular operation)
- the die EXE files for external **audio** and the **image editor** are located, which can be started via the context or effects menu (PLUS version only)

Video/Audio

In this tab you will find all settings concerning video and audio files.

Video Standard

PAL is used in Europe, the US and Japan use NTSC.

DV decoder precision arranger

The resolutions that can be set here concern only the picture display of DV videos in the arranger. If playback begins to jerk, we recommend entering a lower value. The quality of exported videos is not influenced by this.

Video options

Extract sound from video: If a video file contains video and audio data the audio track of the video will also be imported if this option is activated. It will be displayed as an audio object in the arrangement below the video object. Both are automatically grouped together. If the audio track has to be edited or replaced later, you first have to ungroup it ("Ungroup" button in the tool bar or via the "Edit" menu).

Allow user-defined name for sound extracted from VOBs: Specifies whether a warning will be displayed for each imported file during VOB import (VTS_01_1.vob) allowing you to enter a name for your movie (checkbox "checked") or whether you would like an automatically generated name to be assigned (checkbox "unchecked").

Automatically copy exported material to clipboard: This option is particularly useful when used with other programs, such as Microsoft PowerPoint. If activated, a multimedia file you have just created is immediately copied to the clipboard and can be used in other applications. For instance, you can insert it into an opened MS Powerpoint template by pressing Ctrl+V.

Adjust 4:3 aspect ratio to screen: This option automatically customizes photos that have an approximate 4:3 aspect ratio to the television's 4:3 picture. The pictures are therefore easily stretched or compressed. This inevitably brings about distortions in the picture. If
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this option is deactivated, black bars appear to the sides.

Automatically preview exported clips: This option starts the clip immediately after exporting for verification.

Automatically load/save picture effects from JPX file: If you have edited pictures using another MAGIX program (e.g. MAGIX Digital Photo Maker), as .jpx description file is saved along with the image, which contains information about effects editing and texts. This option adds that information into your editing process.

Use picture effects when exporting to MAGIX online services: If this option is selected, all the picture effects (video controller or MAGIX StoryMaker) are included with the uploaded file.

Hardware acceleration for 3D effects: see 3D Fades.

Audio options

Automatically adjust MAGIX Soundpool Samples to movie BPM: This option is only relevant to MAGIX Soundpool Samples. If the movie has a musical beat (BPM) because it uses MAGIX Soundpool Samples (e.g. if the Song Maker is used) or if the tempo of the used background music was determined by the tempo, all further used wave files that also contain tempo information (soundpool samples) are adjusted to the tempo of the sound.

Import CD tracks via record dialog: If this option is activated you can record audio CDs via the record button in the transport control. When dragging & dropping from the Media Pool the record window where recording starts will be opened. This option can be used if drag & drop via the Mediapool is not working properly or if you want to record the first bars of an incomplete CD track. However, you should take into account that the digital data of the disc will first be converted into an analog signal by the DA converter of the disc drive.

System

Hint dialogs: When newly installed, MAGIX Video deluxe 2007 will display several safety queries at several positions of the program. Each one can be deactivated by checking the box "Do not display this message again". Select "**Reactivate messages**" to reactivate these dialogs.

Import formats: File formats that you never use can be unselected and no longer imported. Note also that there are several suitable import modules for some file types (AVI, WMA). MAGIX Video deluxe 2007 then uses the fastest in each case. If you have problems

importing certain files, you can try deactivating individual import modules and force the program to accept other compatible import modules.

Immediately start file preview for: Here you can start the automatically file preview for Media Pool files.

Standard image length: The default setting for duration of image display. This is used for importing standard BMP and JPG files.

For importing individual frames (PLUS version only) select 1 frame as length.

Save time: Indicates the save periods for autosave projects.

Layout: Choose whether MAGIX Video deluxe 2007 will start with the **Import** or **Edit** screen.

Automatic preview when changing transitions: If activated, a transition is played briefly after selection.

Use Title Editor with high resolution as default: The Title Editor is used in high resolution by default. The representation of the titles is then much better, but this also results in a longer loading time for movies.

Display presets

Combines screen displays into presets. On systems with only one monitor attached, only the first two presets are meaningful. The presets are described on the right dialog page. All window properties of the arranger, video monitor etc. can be manually manipulated after the application of a preset.

Display options

Video output on a DV device: With this option, you can display your arranger view on your TV via your DV camera. This is useful if your graphics card doesn't have a TV output. However, since your PC must then compress the video signal in real time in DV-AVI format, in addition to processing all realtime effects, you need to have a powerful PC for jitter-free playback. Even if your computer is not particularly powerful, you can still use this function to see how your video looks on your TV screen, since the analog video output signal of a good DV camera is better than the TV output of an average graphics card.

Playback in the arranger / preview and playback in the video
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recorder: You can split the playback mode for the arranger (including all preview windows and effect dialogs) on the one hand, and the preview monitors during recording and in the video recorder on the other.

Video mode

Standard playback (Video for Windows): This is the standard mode for all systems.

Additional Drawing Modes: DirectDraw (Blitting), Direct Draw (Overlay) and DirectShow (Video Mixing Renderer 9).

Direct Draw Blitting: In the case of some graphic cards, this character mode is quicker than VFW, but can also crash; this also depends on the quality of the graphic driver. Give it a try.

DirectDraw Overlay: This mode has two big advantages over Video for Windows and DirectDraw Blitting:

1. Increasing an image does not require an additional arithmetic performance of the main processor, but is taken on by the hardware of the graphic card.
2. The video image can be mirrored on an attached television for optional preview. This also applies if the video monitor window is switched off – allowing more screen space for working in the arranger.

If "overlay" is activated, the video is always calculated internally at full TV resolution and also in this resolution through the TV out, independently of the video monitor resolution. The visual material is also available in the optimum quality in the preview windows (e.g. Video cleaning, trimmer and video effects dialogs).

DirectShow (Overlay Mixer): In this mode, you can use a hardware-like de-interlacing for the output on your PC screen or progressive scan-capable beamer. Playback of recordings with interlace turn out much better.

DirectShow (Video Mixing Renderer 9): This mode uses hardware de-interlacing from modern graphic cards along with DirectX9. Make sure that your graphics card is equipped with the latest DirectX9-compatible driver. In this mode you can use hardware-like de-interlacing for playback on your PC screen or progressive scan-capable beamer. This greatly improves the quality of the interlaced

analogue video.

This mode is only better than the Overlay Mixer mode for a few graphics card models.

Vertical blank interval screen layout: The screen layout occurs in the vertical blanking gap of the monitor signal (and/or the attached television set) to avoid image outlines.

Note: this costs additional computing time because of the waiting period on the next VBI!

Deactivate this option when using digital displays such as TFT monitors.

In Overlay mode, screen layout generally occurs in VBI.

De-interlacing: In the DirectShow modes "Overlay Mixer" and "Video Mixing Renderer 9", you can activate hardware de-interlacing with your graphics card. For general information on de-interlacing and the options "Top/Bottom Field first" please read the corresponding article in the appendix: "De-interlacing".

Exit

Closes MAGIX Video deluxe 2007.

Keyboard shortcut: Alt + F4

Edit menu

Undo



In movie editing you can undo the last steps. This means that you can easily try out critical operations. If the result does not meet your expectations you can simply "undo" it and return to the initial status.

Shortcut: Ctrl + z

Redo



This command cancels a previous Undo command.

Shortcut: Ctrl + y

Cut objects



This command deletes the selected scenes (or the selected object in Timeline Mode) and copies it to the Clipboard. From there you can insert it into any other movie with the "Paste" tool.

Shortcut: Ctrl+x

Copy objects



This command copies the selected scenes (or the selected object in Timeline Mode) to the clipboard. From there you can paste it into any other movie using the "Paste" command.

Shortcut: Ctrl+C

Paste objects



This command copies the material stored in the clipboard (scene or object) to the current position of the S marker.

Shortcut: Ctrl+v

Duplicate objects



Duplicates all selected objects. The copies appear alongside the original and can be dragged to the correct position using the mouse.

Shortcut: Ctrl+D

Delete



This command deletes the selected scene (or the selected object in Timeline mode).

Shortcut: Del

Select all objects

All objects in the arrangement will be selected.

Shortcut: Ctrl + a

Separate objects

This command cuts a scene at the point where the Start marker is positioned. This way, two free-standing objects are created.

This way you can isolate a part of an object in order to delete it:

1. Place the start marker where you'd like to have it by left-clicking in the timeline.
2. Select the video object by clicking on it and click on the cut button.
3. Place the start marker at the end of the part you wish to remove and click on the cut button again.
4. Select the middle object that was created and press the DEL key.
5. Pull the object at the back to the front, it should automatically snap into place. All subsequent objects will be moved along in unison so that no gaps appear.

You can also use this function to apply effects to a certain part of an object only.

Keyboard shortcut: T

Musical editing

If your background music is edited using the beat recognition assistant, you can automatically adapt your cuts to the tempo with this option. All hard cuts (no crossfaded objects) are shifted across the musical quarter note positions.

Shortcut. Ctrl+Shift+U

Save objects as takes

The selected objects are saved in the takes directory. For further information on processing takes, see the chapter on "Takes (see page 113)".

Shortcut: Ctrl + f

Edit Range

MAGIX Video deluxe 2007 makes area editing functions available as well as object-oriented functions. These always refer to the whole

project from the first to the last track as well as to the area between the start and end marker.

Cut

The section between the start and end markers is cut from the current arrangement and placed on the clipboard. This section can then be re-inserted elsewhere.

Keyboard shortcut: Ctrl + Alt + X

Copy

The area between the start and end markers is cut from the current arrangement and placed on the clipboard. This section can then be re-inserted elsewhere.

Keyboard shortcut: Ctrl + Alt + C

Delete

The area between the start and end markers is deleted from the current arrangement and no longer saved on the clipboard.

Keyboard shortcut: Ctrl + Del

Paste

The contents of the clipboard are added into the current arrangement at the position of the start marker.

Keyboard shortcut: Ctrl + Alt + V

Extract

The area between the start and end markers is retained, all the material in front and behind it are then deleted. Use this option to isolate a specific part of an arrangement for further individual editing.

Keyboard shortcut: Ctrl + Alt + P

Form group

Orders all selected objects into groups. As soon as an object is selected in the group, all objects in the group become highlighted so that you can work on them collectively.

Shortcut: Ctrl + L

Ungroup

Turns all selected objects into free-standing objects again.

Shortcut: Ctrl + M

Mixdown Audio

This option joins all audio objects in one audio file. The sound material will only occupy one track of the arranger and will hardly affect the RAM but will occupy approximately 10 MB (in stereo) of the hard-drive. This will give you more control over the arranger and more space for further objects.

MAGIX Video deluxe 2007 automatically normalizes the audio file, i.e. the loudest part of the wave audio object is identical with the highest figure of the 16-bit resolution ceiling. This guarantees the same sound quality, even if you repeat the mix down procedure or you combine the mix down file with other wave audio objects again and again.

The mix down function is very helpful if you want to go on using the mix down object. For the final AVI or WAV (or any other multi-media) file, which is designed for burning a CD or for use on other PCs, use the "Export arrangement" submenu options from the file menu instead of the mix down function.

Tip: Instead of using the Mixdown function you can use the various options of th submenu "Export movie" in the File menu to create a final final *.avi or *.wav (or any other multimedia) file.

Shortcut: Shift + M

Audio and video mixdown ("Track merge")

In addition to the "Mix down audio" function (see above), all video objects including effects, fades, and edits are mixed down into a single mxv file. If this overworks your CPU, try to close some other programs.

Edit snap point

If the position of objects, object borders, markers, or the play cursor are changed with the mouse, they automatically spring to a certain key position if you get close enough to them. This functions as a "notch". This way, even objects in higher zoomed resolution can be precisely positioned, without any gaps, which you wouldn't see in that resolution. Normally, all object borders and all markers lock to one another.

- Per object, only a certain number of additional snap points can be

determined in order to set the number of objects within a section to fit with other objects.

- To set a snap point, select an object and place the start marker at the place in which you'd like to have the snap point.
- With "Set snap point", a snap point is placed. Likewise, "Delete snap point" removes a snap point.
- "Delete all snap points" deletes all snap points for all objects.

Shortcut: Alt+Shift+P

Marker

Marker > Set jump marker

This option sets a jump marker to the position of the start marker which can be accessed directly with the option "Go to jump marker". You can set 3 markers in total.

Shortcut: Shift + 1/2/3 (for the respective play marker)

Marker > Chapter marker

Sets a chapter marker to the position of the start marker. Read more in "'Burn' interface".

Shortcut: Shift+Enter

Marker > Delete (all) chapter markers

Deletes one or all chapter markers. This removes chapter entries from the disc menu. Read more in "'Burn' interface".

Shortcut: Ctrl + Enter/Alt + Ctrl + Enter

Marker > Automatic Chapter markers

Automatically sets chapter markers in the arrangement based on certain rules. These chapter markers determine the chapters in your DVD menu. This function is useful if you want to burn your recording onto disc right away.

There are a few options for automatic chapter generation.

At the beginning of the movie: The movie then contains only one chapter

At the object starts in a track...: Every object in a track creates a chapter. Track 1 is preset.

At the position of existing title objects: subtitles, for instance, as faded-in subheadings, give the position of the chapter markers.

Provide interval (in minutes)/provide quantity: If the chapters are separated without any particular method and are just needed for quicker navigation, you can also insert chapter markers in pre-defined intervals or as a pre-defined number of chapter markers.

Titling the chapter markers: To title the chapter markers, you can use a user-defined name with consecutive numbers or the object name or text from the text objects.

Optionally, you can delete existing chapter markers and confine the automatic chapter marker function to the area between the start and end markers.

Shortcut: Alt + Shift + Enter

Marker > Delete (all) chapter markers

Deletes one or all chapter markers. This removes chapter entries from the disc menu. Read more in "'Burn' interface".

Shortcut: Ctrl + Enter/Alt + Ctrl + Enter

Move screen view

Using these commands, a viewable portion together with the start marker will be moved in the timeline. You can quickly skip between different markers (skip, chapter, scene, ad-marker) and object edges.

Key: See keyboard shortcuts, Arranger. (see page 267)

Effects (FX)

Effect Settings Movie

This option opens the dialog "Optimize video (see page 179)" as master effect. In this window, you can determine settings for the whole movie.

Shortcut: Ctrl + B

Video object effects

Scene recognition

Calls up the automatic scene recognition, which "cuts up" longer videos into scenes for storage in the Takes directory.

Shortcut: Shift + z

Motion stabilizer

Opens the Motion stabilizer dialog with which you can correct shaky footage. Please read the chapter Motion stabilizer (see page 122)!

Shortcut: Shift + K

Searching for and removing ads

see Searching for and removing ads (PLUS version) (see page 100)

Key: Shift + C

Video Cleaning



Optimize video (see page 179)

Shortcut: Shift + X

Size and position

See image size and position (see page 183)

Key: Shift + D

Video Effects

Calls up the video controller for selected videos or bitmaps. For further information, see chapter "Video effects".

Shortcut: Shift + y

Edit image in external editor

Graphic files (BMPs or JPEGs) from the arranger can be post-edited in an external graphics program. The selected image file is loaded automatically and, once editing has been completed, is used in the MAGIX Video deluxe 2007 instead of the original material. For this purpose MAGIX Video deluxe 2007 PLUS comes with a powerful tool: MAGIX Photo Clinic

Save photos with effects

This allows you to save photos used in the movie and add the object effects used in MAGIX Video deluxe 2007 (e.g. Story Maker) to the photo.

Video effect plugins

see Video effect plug-ins (PLUS Version) (see page 194)

Object curve effects

see Controlling Effects with Curves (Classic version only) (see page 186)

Keyframe animation

see Keyframe Animation (PLUS Version) (see page 188)

Story Maker

see Story Maker (see page 101)

Key: F2

Section

Places video objects in a particular part of the screen. Please read the "Video Effects (see page 185)" chapter for more details.

Motion

Lets you move video objects on the screen. See Movement (see page 184) in the Video Effects chapter.

Load video effects

You can save the current effect combination of an audio object separately and apply it to other objects later. Or you can deactivate all currently used effects entirely (Reset) if you want to undo the changes.

Key: Alt+Shift+D

Save audio effects

You can save the current effect combination of an audio object separately and apply it to other objects later. Or you can deactivate all currently used effects entirely (Reset) if you want to undo the changes.

Key: Alt+Shift+S

Reset video effects

You can save the current effect combination of an audio object separately and apply it to other objects later. Or you can deactivate all currently used effects entirely (Reset) if you want to undo the changes.

Key: Alt+Shift+C

Create (new) frame table

This option can be accessed from the context menu (right-click) for MPEG video objects. Normally, when loading MPEG video a frame table is not created so as to speed up the loading process. If you do create one, MPEG files are noticeably faster and easier to edit. Sometimes, rebuilding a frame table can get rid of problems in certain MPEG files.

Object properties

This function displays all the information about the currently selected objects, such as file name, position on the hard-drive, tempo, etc. The Object Editor also defines the foreground and background color of every object in the arrangement.

The tab "Interlace/Deinterlace" lets you specify the interlace editing of the video material. For more information on interlacing read: Deinterlacing.

Interlace properties

Normally MAGIX Video deluxe 2007 automatically makes suitable settings here; however, if the video material is faulty you have to make some adjustments yourself. If playback of the exported movie is very jittery or if flickering occurs, or if some effects do not look how

they should, you can reverse the source material frames.

De-interlace options

Normally the setting **Automatic interlace processing** does not have to be changed. The frames are processed separately and passed to the encoder when exported. If necessary, MAGIX Video deluxe 2007 will perform high-quality interlacing. If "No interlace processing" is set, it is assumed that the source material contains full frames.

Keyboard shortcut: Ctrl+E

Audio object effects

Normalize

The "Normalize audio" function increases the level of the audio object to the maximum possible without overmodulating the material. To do this, the largest signal peak in the audio material and the level of the object are sought so that this point corresponds exactly to 0dB (full modulation).

Key: Shift+N

Automatic track damping

see Audio Effects chapter, reduce volume

Set volume

This function, located in both the effects menu and the context menu, control the sound volume for individual objects, just like the object handles in the arranger.

Audio cleaning

see Audio Cleaning (see page 200) in the Audio effects chapter

Key: Shift+W

Echo/Hall

see Reverb/Echo chapter Audio effects

Key: Shift+H

Timestretch/Resample

see Timestretch/Resample, chapter Audio Effects

Key: Shift+Q

Surround

Surround, see Surround, chapter Audio effects

Key: Ctrl+Shift+N

Load audio effects

You can save the current effect combination of an audio object separately and apply it to other objects later. Or you can deactivate all currently used effects entirely (Reset) if you want to undo the changes.

Key: Ctrl+Alt+O

Save audio effects

You can save the current effect combination of an audio object separately and apply it to other objects later. Or you can deactivate all currently used effects entirely (Reset) if you want to undo the changes.

Key: Ctrl+Alt+S

Reset audio effects

You can save the current effect combination of an audio object separately and apply it to other objects later. Or you can deactivate all currently used effects entirely (Reset) if you want to undo the changes.

Key: Ctrl+Alt+K

BPM Wizard

see BPM Wizard in chapter Audio. (see page 146)

Key: Shift+E

Edit wave files in external wave editor

Audio files from the arranger can be post-edited in an external wave editor program. The selected audio file is loaded automatically and, once editing has been completed, is used in the MAGIX Video deluxe 2007 instead of the original material. For this purpose, MAGIX Video deluxe 2007 PLUS comes with a powerful audio editing tool: MAGIX Music Editor.

Key: Alt+Z

Keyframe animation

see Keyframe Animation (PLUS Version) (see page 188)

Volume curve

The most important object effects curve, allowing the volume to be immediately accessible.

Key: Alt+X

Title Effects**Title Editor**

Title Editor

Key Ctrl+t

Load Title Effects

You can store the current preset effects combination for each title object separately and later apply them to other title objects if they have worked satisfactorily.

Save Title Effects

You can store the current preset effects combination for each title object separately and later apply them to other title objects if they have worked satisfactorily.

Shortcut: Alt + T

Window menu

Mixer



With this option you can display or conceal the real-time mixer. You will find further information, especially with regard to the integration of effect plug-ins, in the chapter 'Mixer'.

Shortcut: M

Trim transition

Shows or hides the cutting trimmer window, allowing you to make fine adjustments to the position of the selected video or image objects and their handles as well as the transition characteristics (Transition type, length). Please read the chapter fine-positioning videos ("trimming") (see page 119).

Shortcut: N

Trim object

Calls up the video trimmer, which will help you fine tune the position and the handles of a video object. Please read the chapter fine-positioning videos ("trimming") (see page 119).

Shortcut: Q

Master audio effect rack

Here you can open or close the master effect rack. You can also use the 'master FX' button in the mixer window for that purpose.

Shortcut: b

Standard layout

Determines whether the video monitor and Mediapool should be integrated into the main window or shown on a separate window.

Shortcut: L

Video Monitor

Opens and closes the video window. If the standard layout is chosen,

the Mediapool can be shown in a freely scalable and moveable window.

Shortcut: V

Media Pool

With this option you can conceal the Media Pool or make it visible again.

Shortcut: F

Display settings

See program settings - Display presets (see page 237)

Keyboard shortcut: Alt + Shift + V

Movie overview



With this option you can display an overview of the entire arrangement on the video screen.

It is particularly suitable for long and complex arrangements to prevent you from losing track.

Shortcut: Shift + a

Optimize movie view



The zoom level is set to 100% so that you can see every object and the entire arrangement.

Apart from that; the Start- and End-markers are set to the beginning or end, so that it is possible to play the entire arrangement.

Shortcut: Shift + b

@Services menu

MAGIX Online Services

With MAGIX Online Services MAGIX offers a row of interesting new services for your photos, videos and music. Link up MAGIX Video deluxe 2007 to Services and enrich your projects with a whole world

www.magix.com

of multimedia.

You can read more on this topic at the iPACE Online Services center.

MAGIX Online Album

Impress your friends and family instantly with your favorite moments on your personal photo and video website with your very own name (<http://firstname.surname.magix.net>).

With MAGIX Online Photo & Video Album your favorite photos and movies can be put online straight from the MAGIX product, like MAGIX Video deluxe 2007, or from mobile phones and can then be sent to your friends as a link. Every picture and movie is available whenever and wherever you like: as a professionally designed photo and video website, a clear photo gallery, a fullscreen slideshow or as a personal photo E-Card.

- Personal photo website in lots of designs
- Individual Internet address (URL)
- Upload photos straight from your camera phone, send links and videos to other camera phones
- Fullscreen online slideshow with fade effects and music
- Send individual designer E-Cards with your own photos
- Share your photos with your friends, incl. address management and password access for private albums

The MAGIX Online Album is available in three versions, one of which, the smallest, is available absolutely free (FREE ALBUM with 25 MB memory for your photos)!

There are monthly fees for the larger versions (CLASSIC and PREMIUM) which have lots of great features, like, for example, a faster website, 500 MB / 1 GB memory, more page designs or mobile phone/PDA access. Find out about all the prices and benefits on <http://www.magix-photos.com> under Offers.

Upload images from slideshow.

1. Select picture: Place the start marker at the position of the picture you wish to upload from your slideshow.
2. Next, select -> "MAGIX Online Album" -> **"Upload images from slideshow"** from the "Services" menu.
3. To upload pictures into your **MAGIX Online Album**, simply log in with your email address. Access is, of course, password-protected. In case you do not yet have access, click on **Register now!**

www.magix.com

With the help of the **MAGIX Online Photo Manager** you can now manage your own photo website, upload photos and music, create new albums, add matching designs and text, and much more.

With "**Upload slideshow as video**" you can share your slideshow with fades, music and all the other great effects as a playable online video.

1. Design your slideshow.
2. Save it and, in the "Services" menu under "Online Photo & Video Album", select "Upload slideshow as video".

Now all you need to do is follow the on-screen instructions.

Upload audio from slideshow: Use this to present just the soundtrack of your slideshow online.

1. Design your slideshow.
2. Save it and in the "Services" menu under "Online Photo & Video Album", select "Upload audio from slideshow".

Now all you need to do is follow the on-screen instructions.

The following features are also available:

Send E-cards & photo emails

Send your photos as individual E-cards with lots of great designs or simply as a photo email to friends and relatives.

Go to Online Photo & Video Album: FAQ
http://www.magix.com/redirects/ipace/uk/ofa/hilfe_d.html

MAGIX Online Content Library

MAGIX Online Content Library provides you with high quality photos, videos, and music for every theme, expanded through intelligent iContent with professional soundpools, DVD menu templates and brilliant MAGIX ShowMaker styles with which you can make your photo, video and music projects reality. All of this, directly from your MAGIX software.

Just choose <"Service_name_solo"> from the menu "MAGIX Online Content Library" to set up an Internet connection.

Rummage through the thematically sorted categories or view the results directly by entering a keyword. After downloading, you can drag the objects from the Media Pool directly into your arrangement.

For more information read the "Online introduction"

www.magix.com

http://www.magix.com/redirects/ipace/uk/omk/hilfe_d.html.

Import media backup

iContent (for example, 3D fades), which can be bought and downloaded from the MAGIX Online Content Library are stored centrally in the My Folders\MAGIX Downloads\Backup. If you have downloaded this content from within other MAGIX programs, you can access it using the command "Import media backup" for use in MAGIX Video deluxe 2007".

Jobs menu

In this menu you will find direct solution and short video explanations on how to perform tasks in different topics. Not only will you find step-by-step instructions for sound and pictures here, you also find quick access to lots of functions.

If you click on an entry with a camera symbol, you will open a short tutorial video which displays solution. Entries without camera symbols solve the problem immediately.

Help menu

Content

Use the command "Content" in the "Help" menu to open the start page of the program Help. Here you can work through the Help step-by-step and jump to specific sections via the tree structure on the right-hand side.

Help

This command is available at almost every point of this program and opens the program Help at the corresponding topic. Use this command to get help on any function of MAGIX Video deluxe 2007.

Shortcut key: F1

Context help



By pressing the Context Help button in the tool bar the mouse indicator will become an arrow with a question mark.

More detailed information on the subject will appear when you click on any button of one of the three main screens.

Shortcut: Alt + F1

Tutorial video Quickstart/Recording/Editing/Burning and Exporting

Displays tutorial videos on different video editing topics in MAGIX Video deluxe 2007.

Tip: If you are using MAGIX Video deluxe 2007 for the first time we recommend you view the tutorial videos first. They will give you a quick introduction to the most important topics.

Online Tutorials

Interesting tutorials and useful tips for working with "MAGIX Video deluxe 2007" can be found on the MAGIX website. An online connection is required.

Display tool tips

Tooltips are small information windows that open up automatically if the mouse pointer stops briefly on a button or some other area. They provide information about the function of the button. These information boxes can be switched on or off with this option.

Keyboard shortcut: Ctrl + Shift + F1

About MAGIX Video deluxe 2007

Displays copyright info and version number of MAGIX Video deluxe 2007.

Online registration

This option opens the MAGIX homepage for online registration where you can register yourself as a MAGIX user.

Registration grants you access to the MAGIX Support Website (see Support) where various program updates and Help programs can be downloaded.

With the registration form supplied you can register via post or fax. Simply print it out, fill it in, and send it off!

Online update

Connects directly to the MAGIX online update page where you can get the latest version of your program.

Activate additional functions

In the submenu you can activate the encoder optionally for various file formats

Why does it have to be "activated"?

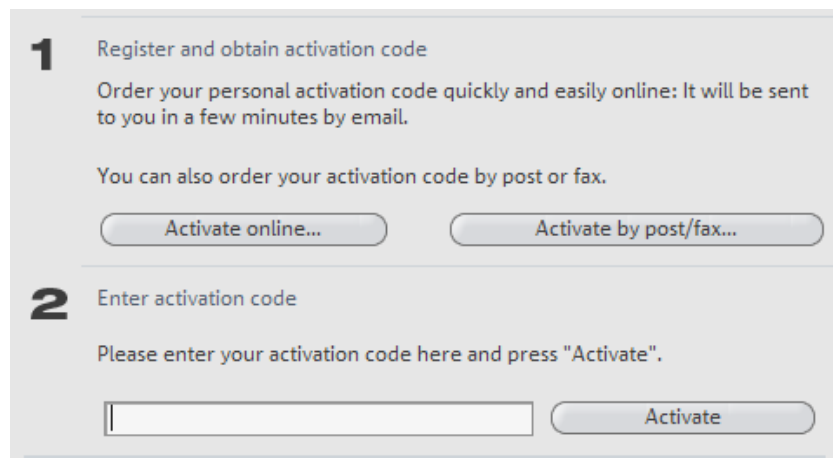
To import (decode) or export (encode) certain video and audio formats you will require a specific codec to be able to read in and export these formats. The integration of decoders and encoders from third parties into programs usually costs money. These codecs are integrated via additional, voluntary activation in MAGIX programs, which, according to usage and degree of prevalence, can be free or fee-based for special higher quality codecs. This way, MAGIX will continue to be able to provide you with optimum value for money for your software.

The following fee-based activations are available in MAGIX Video deluxe 2007: **MP3 Encoder**, **MPEG 4 Encoder**, in you can also activate the **Dolby Digital 5.1 codec**. Activation of the **Dolby Digital stereo codec** is free of charge.

Free activation (Dolby Digital stereo codec)

To be able to use the Dolby Digital stereo import (see page 164), you will have to activate the codec for free.

Activation is fee-based and can be done online, via telephone or via post/fax. The quickest and easiest way to order an activation code is via the Internet. Ordering the activation code takes just a few minutes via email. The order of your activation code via post/fax takes a few days.



1 Register and obtain activation code

Order your personal activation code quickly and easily online: It will be sent to you in a few minutes by email.

You can also order your activation code by post or fax.

Activate online... Activate by post/fax...

2 Enter activation code

Please enter your activation code here and press "Activate".

 Activate

Order activation code online

Click on "Order online..." (Field 1). Your Internet browser will open. Once you have registered, the activation code will be sent to the email address you supplied upon registration.

Order activation code via post/fax

After clicking on "Order via post/fax" (field 2) your user code will appear. This automatically assigns your personal activation code to your PC. Click on "Continue to order form" to transfer your user code automatically to the post/fax form. Now send the completed form as a print out to the address/fax no. mentioned. Your activation code will be sent to you in just a few days via post or fax. Optionally it can also be sent by mail if an email address is stated.

Enter activation code

After receiving your personal activation code you can use the "...activate" option in the "Help" menu to open the activation dialog for the corresponding file format. Copy the activation code from your email into the input field in the dialog and click on "Activate..."

Fee-based activation (MP3, MPEG4, Dolby Digital 5.1)

For MP3 (audio export) and MPEG 4 (Export for specific mobile devices, for example, mobile phones) as well as for 5.1 channel Dolby Digital import and export (only <Programm_deluxe) a fee-based activation of the corresponding codec is required.

The screenshot shows a two-step activation process. Step 1, 'Register and obtain activation code', offers two options: 'Activate online...' and 'Activate by post/fax...'. Step 2, 'Enter activation code', features a text input field and an 'Activate' button. The interface is clean with a light gray background and blue text for instructions.

1 Register and obtain activation code

Order your personal activation code quickly and easily online: It will be sent to you in a few minutes by email.

You can also order your activation code by post or fax.

Activate online... Activate by post/fax...

2 Enter activation code

Please enter your activation code here and press "Activate".

 Activate

Order activation code online

Click on "Order online..." (Field 1). Your web browser will open where

you can register your MAGIX Video deluxe 2007 first (if you have not already done so). You will then be forwarded to a website where you can request the corresponding activation to be carried out.

Order activation code via post/fax

After clicking on "Order via post/fax" (field 2) your user code will appear. This automatically assigns your personal activation code to your PC. Click on "Continue to order form" to transfer your user code automatically to the post/fax form. Now send the completed form as a print out to the address/fax no. mentioned. Once payment has been processed successfully, your activation code will be sent to you in the post/via fax in just a few days. Optionally it can also be sent by mail if an email address is stated.

Enter activation code

After receiving your personal activation code you can use the "...activate" option in the "Help" menu to open the activation dialog for the corresponding file format. Copy the activation code from your email into the input field in the dialog and click on "Activate...".

Possible problems and their solutions

The MAGIX website won't open

Check your Internet connection, you may have to use manual dial-up.

The MAGIX website won't open

Check your Internet connection, you may have to use manual dial-up.

The form for post/fax ordering won't open

- Check that an adequate text editing program is installed and activated (for example, MS Word).

I still haven't received an email with the activation code

- Check that your inbox isn't full.
- Have a look in your spam folder.

You can always send questions via email to our support whenever you like. Please have the following information at hand so that we can assist you as quickly and as specifically as possible.

- Complete product name
- Exact version number (to be found in the about box in the "About" menu item of the "Help" menu)

- Encoder/Decoder name

Your user code (accessible via the "Activate via post/fax" dialog)

I installed my MAGIX program onto my new computer or built a new hard disk (sound card, memory...) into my old computer. Now my activation code is no longer accepted.

Activation is linked to a specific computer. Changes to the computer's hardware, for example, integrating a larger hard disk can lead to the computer no longer being recognized as the one for which the activation code has been calculated. This will most likely happen if you install MAGIX Video deluxe 2007 on a new computer. If this is the case, simply request a new activation code. Since you're already registered as a MAGIX customer, you won't have to pay for another activation.

Online: When registering on the MAGIX website use your existing MAGIX login details.

Post/Fax: Print out the order form again and send it to the addressee/fax number stated.

MAGIX Photo Clinic free download...

Download the latest MAGIX Photo Clinic for free and take advantage of all the great new functions for brilliant image processing.

MAGIX.TV

This command opens the MAGIX.TV website. To upload your own videos to MAGIX.TV; use the command "Export to MAGIX.TV (see page 223)" in the menu File > Internet.

System information

Information on the current date and time appear in this Information window, in addition to the number of files that have just been opened, the total size of the memory in the system and the size of the memory used by the MAGIX Video deluxe 2007. In short, a list of all available drives and their available memory capacity.

The memory area used by the MAGIX Video deluxe 2007 should never be larger than the physical RAM in the computer, as otherwise the performance will drop drastically during replay as a result of virtual memory swapping!

Shortcut: Ctrl + i

Buttons

In this chapter you'll find all the buttons and their various functions in MAGIX Video deluxe 2007.

Upper button bar



The upper button bar can be found in the monitor to the top left. It has the following functions:

New movie



Opens new movie

Load movie



Loads a previously saved movie.

Save movie



Saves current movie.

Create backup copy



Creates a backup copy of the current movie with all relevant media files.

1Click



Opens the Movie Show Maker.

Soundtrack Maker



Opens MAGIX Soundtrack Maker.

Mute button



This button mutes the sound output.

Mixer

Opens the mixer.

Program settings

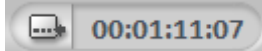
Opens program settings.

Context help

Opens the context help for explanations for specific areas of the program.

Lower button bar

The following buttons are available in all modes (Storyboard modes and Timeline modes):

Time display

With this button you can add a large time display on the video monitor.

Undo

All changes, including object and cursor manipulations, can be undone.

Redo

The "Redo" function undoes the previous "Undo" function.

Delete

This function deletes all selected objects or scenes from the arrangement.

Cut selected objects

Copies all selected objects into the clipboard and deletes them in the project.

Copy objects

This button copies the selected scene into the clipboard.

From here it can be moved to a different position in the movie or into

a different movie altogether.

Insert clipboard



This button inserts the contents of the clipboard at the position of the start marker.

The next scenes get moved forward in the timeline.

Duplicate objects



Duplicates all selected objects

The copies appear alongside the original and can be dragged to the correct position using the mouse.

MAGIX Story Maker



Opens MAGIX Story Maker.

Additional buttons in the Timeline mode



The following buttons are only available in the Timeline mode:

Video Cleaning



Opens the video optimization dialog for selected video and picture objects.

Title Editor



Opens the Title Editor.

Form group



Orders all selected objects into groups.

As soon as an object is selected in the group, all objects in the group become highlighted so that you can work on them collectively.

Ungroup



Turns all selected objects into free-standing objects again.

Object grid

Use this button to switch the object grid on and off

When the object grid is switched on, the objects snap into place beside one another so that everything fits in seamlessly.

Set chapter markers

Sets a chapter marker to the position of the start marker.

Set automatic chapter markers

Opens the dialog to automatically set chapters.

Please also read the section "Automatically setting chapter markers" in the "Edit menu" chapter.

Mouse mode for individual objects

This is the preset mouse mode where most work is performed.

Select objects with a left-click. You can move an object by holding down the mouse over it while dragging it to the desired position.

Keyboard shortcut: Alt+1

Intelligent mouse mode

This mouse mode in principal behaves like the "Single object mouse mode".

However, all objects that border the object on the same or on adjacent tracks are also moved, starting from the mouse position. This means that all objects overlapping adjacent tracks (fades, fade effects) and those directly connecting to the next one (hard cuts) are pushed together up to the next empty space in the arrangement (the technical term for this action is "Ripple until black").

This is useful for preventing destruction of fades you have already set and want to move an object included therein. To move individual object, switch to "Single object mouse mode". However, you can also drag an object vertically onto a free track thereby breaking the connection with the following objects. You will then be able to move it freely without having to move other objects with it.

Key: Alt+2

Curve mouse mode



This mouse mode is used for drawing the volume and effect curves.

The last-edited curve effect is displayed on the object as a red curve. You can freely draw this type of curve using the curve mouse mode.

Shortcut: Alt + 3

Stretch mouse mode



This special mode is for customizing the length of objects.

With timestretching, audio objects can be expanded or compressed using the handles at the bottom. The duration of the audio material is therefore lengthened without changing the pitch. Playback of the video objects is accelerated/decelerated with the help of the handles at the bottom.

Shortcut: Alt + 4

Preview audio



In this mode you can preview audio objects as long as the mouse button is held down, along the whole length and independent of the start and end markers in the timeline.

Other object types are protected against inadvertent moving.

Shortcut: Alt + 5

Scrub mouse mode



This mode is especially suited to searching for specific parts of a video.

By holding down the mouse button, the arrangement can be viewed at the point where the cursor is positioned. The playback cursor follows the movements of the mouse.

Shortcut: Alt + 6

Keyboard Shortcuts

Playback functions

Start/Stop	Space bar
Restart from start marker	Backwards
Start marker at the start	Home
End marker at the end	End
1 frame back	Left cursor key
1 frame forward	Right cursor key
10 frames back	Ctrl+left cursor key
10 frames forward	Ctrl+right cursor key
Fast fast-forward	Shift+right cursor key
Fast rewind	Shift+left cursor key
Set playback marker	Shift+1/2/3

Arranger view

Zoom in	Ctrl + up cursor key
Zoom out	Ctrl + down cursor key
Full screen playback	Alt + Enter
Movie overview	Shift + A
Optimize view	Shift + B
Zoom 1 frame / 5 frames	Ctrl + 1/2
Zoom 1s / 5s / 1min/ 10min	Ctrl + 3/4/5/6
Zoom between red area markers	Ctrl + 7
Entire movie	Ctrl + 8

Move screen view

To the next object edge	Ctrl + 0
To the previous object edge	Ctrl + 9
To movie start	Pos 1
To movie end	End
To start marker	Ctrl + Pos 1
To end marker	Ctrl + End
Page to right/left	PgDn/PgUp
Grid to right/left	Ctrl + PgDn/PgUp
To spring marker 1,2,3	1/2/3
To next/previous spring marker	Ctrl+Shift+Page down/up
To next/previous scene marker	Shift + PgUp/PgDn

To next/previous chapter marker	Alt + PgUp/PgDn
Go to next/previous ad marker	Ctrl + Shift + W / Ctrl + Alt + W

Transport control in Media pool "Extras"

Set InPoint	I
Set OutPoint	O
Go to InPoint	Shift + I
Go to OutPoint	Shift + O
Play from InPoint to OutPoint	Ctrl + K
Save Take	Shift + T
Apply range to movie	Ctrl + P

Mouse modes

Intelligent mouse mode	Alt + 1
Mouse mode for individual objects	Alt + 2
Curve mouse mode	Alt + 3
Object stretch mouse mode	Alt + 4
Preview audio objects	Alt + 5
Scrub mouse mode	Alt + 6
Context help	Alt + 7

"File" menu

New movie	Ctrl + N
Open movie	Shift + O
Save movie	Ctrl + S
Save movie as	Shift + S
Close movie	Ctrl + F4

Load/Save disc project

Load disc project	Ctrl + Shift + O
Save disc project	Ctrl + Shift + S
Save disc project as	Ctrl + Shift + D
Clean-up Wizard	Ctrl + Alt + G

Export movie

Export as AVI	Alt + A
Export as DV-AVI	Alt + B
Export movie as an MPEG	Alt + C
Movie as MAGIX movie	Alt + D

Video as Quicktime movie	Alt + E
Windows Media Export	Alt + F
Real Media export	Alt + G
Video as MPEG4 video	Alt + K
Audio as wave	Alt + H
Uncompressed movie	Alt + U
Movie as sequence of individual pictures (PLUS Version)	Alt + V
Single frame as BMP	Alt + M
Single frame as JPEG	Alt + N

Internet

Send movie as email	Shift + U
Internet connection	Ctrl + W
Burn CD/DVD	Alt + Shift + R

Audio / Video recording	G
Audio recording	R

Twain scanner

Select Source	Alt + Q
Scan	Alt + Shift + Q

Read tracks from audio CD	C
Play Audio/Video	H
MovieShow Maker	Ctrl + Shift + M
Song Maker	W

Backup copy

Copy movies and media into folder	Shift + R
Backup disc project, movie and media to folder	Ctrl + Q
Burn movie and media onto CD/DVD	Ctrl + Shift + R
Burn disc project for all movies and media	Ctrl + Shift + Q
Restore disc project from (S)VCD/Video DVD	Ctrl + Shift + P

Load backup movie	Alt + O
Movie properties	E
Program settings	Y
Exit	Alt + F4

"Edit" menu

Undo	Ctrl + Z
Redo	Ctrl + Y
Cut out objects	Ctrl + X
Copy objects	Ctrl + C
Paste objects	Ctrl + V
Duplicate objects	Ctrl + D
Delete objects	Del
Select all objects	Ctrl + A
Cut objects	T
Save objects as takes	Ctrl + F
Cut area	Ctrl + Alt + X
Copy area	Ctrl + Alt + C
Delete area	Ctrl + Del
Copy area	Ctrl + Alt + V
Extract area	Ctrl + Alt + P
Form groups	Ctrl + L
Ungroup	Ctrl + M
Audio mixdown	Shift + M
Set snap point	Alt + Shift + P
Set marker	Shift + 1/2/3
Set Chapter marker	Shift + Enter
Automatically set chapter marker	Alt + Shift + Enter
Delete Chapter marker	Ctrl + Enter
Delete all Chapter markers	Alt + Ctrl + Enter
Move screen view	see Arranger view

"Effects" menu

Master effects	Ctrl + B
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Video object effects

Scene recognition	Shift + Z
Image stabilization	Shift + K
Find and cut advertisements	Shift + C
Video cleaning	Shift + X
Picture size and position	Shift + D
Video effects	Shift + Y
Edit bitmap externally	Alt + P
Story Maker	F2

Movement

Pan left->right	Ctrl + Shift + A
Pan right->left	Ctrl + Shift + B
Pan up->down	Ctrl + Shift + C
Pan down->up	Ctrl + Shift + D
Zoom out	Ctrl + Shift + E
Zoom in	Ctrl + Shift + F
Restore movement	Ctrl + Shift + G

Cropping

Zoom 2	Ctrl + Alt + 4
Zoom 3	Ctrl + Alt + 5
Free zoom selection	Ctrl + Alt + 6
Fix picture proportions	Ctrl + Alt + 7
Restore selection	Ctrl + Alt + 8
Load movie effects	Ctrl + Shift + A
Save movie effects	Ctrl + Shift + B
Restore movie effects	Shift + B

Audio object effects

Normalize	Shift + N
Automatic track damping	Shift + L
Audio Cleaning	Shift + W
Echo/Hall	Shift + H
Timestretch/Resample	Shift + Q
Surround Editor	Ctrl + Shift + N
Load/Save settings	Ctrl + Alt + Shift + J/K
Load audio effects	Ctrl + Shift + C
Save audio effects	Ctrl + Shift + D
Restore audio effects	Shift + D
BPM Wizard	Shift + E
Externally edit Wave	Alt + Z
Volume curve	Alt + X
Object properties	Ctrl + E

"Window" menu

Mixer	M
Trimmer	N
Master Audio FX Rack	B
Standard Layout	L
Video monitor	V
Media Pool	F
Display settings	Alt + Shift + V

Movie overview	Shift + A
Optimize view	Shift + B
Timeline/Storyboard mode	Tab
Scene overview	Alt + K
Horizontal/vertical zoom	see Arranger view

Help

Help	F1
Context help	Alt + F1
Show tool tips	Ctrl + Shift + F1
System information	Ctrl + I

Annex: Digital Video and Data Storage

Video Editing on the PC

Digital video processing with the PC is comparable to audio processing. The analog medium that is video must first be digitized before it can be processed in the computer.

It functions quite similar to recording via a soundcard: The signal flow is measured in very short, regular intervals. The values resulting from it can then be processed by the computer. The accuracy of each individual measurement results in the resolution, the frequency of the measurements results in the frame rate. The more precise and frequent the signal is measured, the more higher the quality of the digitized video – but also the demands upon the capture performance and the required storage space. The Windows standard format for video files is AVI (audio and video Interleaved).

Digitizing the video adopts either the camera or the graphic card, a TV card (e.g. Miro PCTV) or a video card (e.g. Fast AV Master). However, video handling makes much higher demands upon the hardware if good image quality is required. In order to be able to reasonably process video files on today's PCs, they must be compressed — contrary to digital audio, with which compression is used only for saving storage space.

MPEG Compression

MPEG means "Moving Picture Experts Group", and defines a working group which cooperates with the International Standards Organization (ISO) as well as the international Electro Technical Commission (ETC) in order to develop standards for video and audio coding.

Generally, the graphic data rate of the digital video standard is 167 megabit per second, which, when not compressed, requires a far higher storage capacity than a DVD can offer. A one-sided DVD 5 with 4.7 GB storage capacity is enough for 4 Minutes. For this reason, the available pictorial material must be effectively compressed — a function which is achieved with the MPEG

procedure.

This procedure is based on the simple fact that up to 96 % of digital video data consists of repetition and can be compressed without visible degradation of the pictorial quality.

Each MPEG compression is, however, a data reduction and as such connected with information loss. If the video consists of very extensive details, or if the content changes very fast, the picture may blur (dependent on the strength of the compression and the quality of the encoder).

Errors can also result from so-called compression artifacts, such as small color defects or images that are too dark.

With average compression rates under 3 megabit per second, it is probable that you will notice the reduced quality. With rates around 6 megabit per second, the degradation in quality becomes almost invisible.

General hints on using AVI videos

The AVI (Audio Video Interleaved) format is not really a proper file format. Rather, it is a so-called container, where the conventions for transferring audio and video files to the program are only loosely defined. The codec (coder/decoder) actually defines what storage format is used. A codec compresses audio/video data into its own unique format, which can **only** be read by the codec itself and is decoded when the movie is actually played.

In concrete terms, a computer-generated AVI file can only be loaded by and played on a different computer if the same codec is installed on it.

Many codecs such as Intel Indeo Video are now included in the standard Windows installation; others, like the popular DivX codec, are not. If you are generating an AVI file for future play on another computer using one of these codecs, you should first install this codec on the other PC. The best method available is to copy the codec installer to your export directory and burn it every time you create a video disc (MediaManager disc).

You may encounter some problems when using older video editing cards with codecs which only function with the card's hardware. Such AVIs can **only** be used on the computer where they were

created. If at all possible, avoid using this kind of codec.

Overview of the different disc types

MAGIX Video deluxe 2007 contains many disc types depending on whether you want to burn a movie or slideshow and which disc type you are using (CD or DVD), or the type of playback device or quality required.

The table below will explain which disc types can be best employed in different cases, the differences in quality, and how much storage space each format requires.

For further information please read the chapters on the individual disc types.

Disc type	Media	Menu	Quality	approx. length	Suitable for	Playback on
VCD	CD	Yes	*	approx. 70 minutes	Movie	DVD player on TV
S-VCD	CD	Yes	**	approx. 30-40 minutes	Movie photos	DVD player on TV
DVD	DVD	Yes, advanced	***	approx. 2 hours	Movie photos	DVD player on TV
MiniDVD	CD	Yes	***	approx. 20 minutes	Movie photos	DVD player on TV
JPEG disc	CD DVD	No	****	Depending on original images and DVD player*	Photos	DVD player on TV without sound, effects or transitions
Slideshow	CD DVD	No	****	Depending on original images and DVD player	Photos	Every PC with some effects or as a backup

WMV HD	CD DVD	Yes	****	3 hours / DVD 30 min /CD	Movie photos	PC from Windows Media Player 9 format
Multi Disc (see page 282)	CD DVD	Yes	****	45 min/ DVD 7min/CD	Movie photos	PC from Windows Media 9 format + DVD player

* The set duration for some DVD players may be determined by this table. More or less picture material can be put onto a CD or DVD depending on the sizes of the picture files.

In the PLUS version you can also use the menu templates from the category "TV Showtime DVD" for the disc types miniDVD and DVD. Each picture of a slideshow is then displayed in fullscreen on its own menu page without having to playback the slideshow.

Video CD (VCD)

Video CDs are specific CD-ROMs on which videos in certain forms are stored. The compression takes place over the MPEG-1 codec. VCDs can be played on either a video CD player attached to a television, or directly on the CD-ROM drive on the computer. Most DVD players can play VCDs.

Resolution: On a VCD, movies with a maximum resolution of 352 x 288 pixels (PAL) or 352 x 240 (NTSC) with 25 pictures per second can be played. The resolution of a VHS cassette offers for instance 300 x 360 pixels. More important than the resolution is the use of a good MPEG 1 encoder. Since a video images constantly change, errors cannot always be perceived by the viewer.

Fixed disk capacity: A VCD can save about 70 minutes of video. A typical motion picture must therefore be stored on two VCDs. In order to get as much video data on a normal CD as possible, one must forego correction information on VCD/SVCD formats within the individual sectors (sub-ranges) of a CD. You can therefore fit 720 MB of video data on a 650 MB blank CD. Due to improved burning and scanning technology, it is now possible to burn up to 985 MB video data on a 99min blank CD.

Encoder setting: Normally the video CD data is played at a data rate of 1150 kBits video and 224 kBits audio. By an increase of the video bit rate of up to 3000kBits, you can get the same resolution and audio bit rate with increased quality. Those with 1150kBits of movement artifact disappear almost completely with approx. 2000Kbits — with the picture appearing a little less sharp. This pre-supposes however that the player can also play such a bit rate. The fact that many DVD players can handle an increased data rate is due to well written player software.

Experiment with higher data rates: If you do not need the full runtime of the VCD, you can improve the quality of the video!

Super Video CD (SVCD)

The Super Video CD (SVCD) is a technological advancement of the video CD. SVCDs are also like VCD-specified CD-ROMs, which are played either with an Super Video CD player (which is connected to the television), or directly with the CD-ROM drive of the computer. Many DVD players can also play SVCDs. Owing to MPEG 2 and the increase of the data transfer rate, you can hardly tell videos from videos in DVD quality apart.

Resolution: With SVCDs, the better MPEG 2 encoder is used in a standardized resolution of 480 x 576 (PAL). The MPEG 2 format offers a maximum resolution of up to 720 x 576 points, and improved compression methods which are characterized by excellent image definition and homogeneity.

Fixed disk capacity: An average 90-minute movie must be spread across 3 CDs. On one SVCD you can get about 30 minutes of good quality movie.

Encoder setting: Compared to the VCD with 1.3, the data transfer rate is doubled to 2.6 Mbit/s.

With the MPEG 2 format, the so-called variable bit rate (VBR) is introduced. In contrast to the constant bit rate (CBR) of the MPEG 1 encoders, this encoder has the possibility of using more bits for movement-intensive sections, as well as to save bits if picture content remains the same.

Digital Versatile Disc (DVD)

Quality

The exceptional color quality, image definition and contrast of the DVD are all well-known.

With a resolution of 720 x 576 (PAL) and coded with MPEG 2, 25 pictures per second obtains very good results. The quantity of data is approx. 5 times as much as with VCD.

DVD size

DVDs look similar to CDs. The only visible difference is on double-sided DVDs which have no label. Otherwise both formats share the same dimensions.

- Diameter: 12 cm, like a normal CD (additionally there are DVDs with only 8 cm diameters.)
- Thickness: 1.2 mm, like a normal CD.

DVD media (overview)

The DVD does not differ outwardly from a conventional CD-ROM. Higher memory density (up to 17 gigabytes as opposed to 650-780 megabytes) results from the fact that information is stored more densely (double capacity) and that up to four layers can be specified. In order to be able to read the information, a special laser with modified wavelength is necessary. Therefore DVDs cannot be read with conventional CD-ROM drives.

Writable disc formats

The recordable DVD market is split for the time being into three types: DVD-RAM, DVD+RW. and DVD-RW.

DVD-R: Once-only writable medium. The DVD-R can be specified with the file structures of DVD Video, DVD Audio or DVD-ROM.

DVD+RW: With +RW drives, re-recordable DVDs can be created which can be read by almost any commercial DVD-ROM or DVD player. The companies involved are mainly Philips, Sony, HEWLETT

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PACKARD (as well as Ricoh, Yamaha and Mitsubishi).

DVD-RW: Writable and erasable DVD technology which is promoted by Pioneer and Sharp. This format was developed by the Pioneer company and should be compatible with existing DVD players.

DVD-RAM: Due to the small storage capacity and incompatibility with DVD players, this standard is not recommended.

Note: MAGIX Video deluxe 2007 supports DVD -R, DVD+R, DVD +RW, DVD -RW, but not DVD-RAM!

Blank discs: Single-side recordable blanks with a capacity of 4.7 GB and a run-time of approx. 2 hours serve as storage media for all DVD burning formats at present.

miniDVD

The miniDVD is nothing but the DVD data format burned onto a CD ROM. Thus the MPEG 2 encoder and all other specifications of the DVD data format are used: only the data carriers are different. Because the CD-ROM can only save about a sixth of the quantity of data a DVD can hold, the capacity of a miniDVD is accordingly limited to approx. 20 minutes of movie.

MiniDVDs are particularly suitable for playing on the computer. With stand-alone devices, they must be tested on an individual basis as to whether the device can handle the DVD format on a CD-ROM.

WMVHD (PLUS version)



The WMVHD (Windows Media High Definition Disc) is intended for playback of slideshows or movies in the best possible quality on the PC. The movies are converted into high-resolution Windows Media 9 format and a menu is added, like with DVDs. The minimum requirement for playback is Windows Media Player 9 (or higher).

The slideshows are encoded in HDTV resolution by default (1280 x 720, also known as "720p"). To select other resolutions, click the

encoder settings button and choose one of the following presets:

- Standard PAL (720x576) or NTSC (720 x 480)
- PC standard resolutions (1024 x 768 or 1280 x 1024)
- HDTV 720p (1280 x 720) or 1080i (1920 x 1080)

JPEG disc (PLUS version)



The "JPEG disc" is suited especially to slideshows. No video file is created to be burned, but rather every photo in the project is exported individually with some effects and burned onto a CD or DVD.

If a disc project contains several slideshows, a subfolder will be created for each one and the respective images placed into each one.

This means that there are no menus, sounds, animated effects or transitions, it does, however, offer the best possible quality available for TV playback.

Mini HD-DVD

The mini HD-DVD is preset for playback on HD-DVD players and cannot be played on normal DVD players. By default it is created in "1080i" (1920 x 1080 pixels) format. The amount of data is four-times that of normal DVD formats (see page 278).

Despite the HD-DVD format, blank DVDs, which have now been on the market for quite a while (and are therefore much better value for money), can also be used.

Like with a miniDVD, where the DVD data format is burned to CD, the miniDVD is a DVD onto which the HD-DVD format can be burned.

The quality of the mini HD-DVD matches the highest demands by using higher bit rates (standard: over 20,000 kBit/s) and HD resolution. The high quality has to deal with a much shorter playback time when using normal blank DVDs, but this should not impede usage at home in any way.

Slideshow disc



All slideshow image and audio files will be burned onto CD or DVD, together with any effect settings and the MAGIX Media Manager CDR player program.

A MAGIX Media Manager CD is designed especially for photo projects (slideshows). The original photos are burned onto CD;

ideal for backing up valuable recordings. During playback on your PC, the highest possible picture quality is made possible. The following photo effects can be played by Media Manager.

- Brightness, contrast, gamma
- Cropping and rotation
- Title text (without text effects)

If your project uses more effects, they won't be visible on the Media Manager CD. A VCD or DVD is more suitable for such projects.

The MAGIX Media Manager CDR ensures that the CD-ROM can be played back on any Windows PC regardless of the software installed. The disc will automatically begin playing the slideshow after the CD-ROM has been inserted into the drive, provided the auto-play feature is enabled on your PC. To enable the auto-play feature on your PC, select the "Auto Insert Notification" option for your CD-ROM drive from the Windows Control Panel.

If deactivated, you can also start your CD-ROM slideshow manually:

1. Place your home-burned CD-ROM into your CD-ROM drive.
2. Open Explorer and click on the drive letter of the CD-ROM drive (usually D:\).
3. Double-click "MediaManager.exe" to start the MAGIX Media Manager CDR.
4. In the Explorer window of MAGIX Media Manager CDR, open the slideshow playlist file ending with *.PLR and start the slideshow.

Additional information can be found in the help feature of MAGIX Media Manager CDR (F1 key).

Multi disc (PLUS Version)

A multidisc is a combination of different disc formats on one DVD. It consists of 3 parts and offers the following advantages:

- Maximum quality when played on a PC with WMV HD (Windows Media High Definition Disc) (see page 89, see page 279)
- Fully compatible with DVD players due to a DVD part (Digital Versatile Disc) (see page 278)
- Greatest possible safety as a data backup of the project is added (burn option (see page 93)).

Copy Protection

Macrovision (APS): The movie industry could claim that even DVD-ROM drives and decoder or diagram cards with composite outputs or s-video outputs must support the analog copy protection (APS) of macrovision. Only some older DVD Player do not possess APS.

With APS, additional signals are added to a DVD's stored graphic data by a DVD player or the decoder card. The data are almost unchanged. These supplementary signals disturb the synchronization and the automatic recording regulation of most video recorders, therefore preventing the recording of the video. They are not noticeable on the television or the monitor however.

Content Scrambling System (CSS): CSS prevents saving and duplication of DVD video tracks onto the fixed disk. The VOB streams of DVDs without CSS can otherwise (like other video files) be loaded via the Import Video button

There are further types of copy protection besides APS and CSS which ensure that retail DVDs can not be copied without disturbances occurring.

Annexe MPEG Encoder Settings

General settings

MPEG type: Here you can set the output type of the created MPEG file. You can either adjust the encoder settings freely, for instance, to export your video in the corresponding format, for further use in other programs or on your own website.

If you open the encoder from a burn dialog, for instance, or intend to use the exported material for VCDs, SVCDs or DVDs, select the corresponding option. This will adjust the settings of the encoder according to the standards required for the corresponding discs if they are to be played in any compatible player.

Video format: Automatically specifies the video format, aspect ratio and frame rate (see video settings (see page 284)). You can choose between PAL or NTSC.

Interlace mode: The movie is encoded interlaced (i.e. in two half-screens, so-called fields). This is essential for later playback on TV screens. If you want to view the exported movie on your PC only and like a "cinemascope" view, you can also encode by frame (progressively). Some video projectors also support playback of progressively encoded image material. See Interlace.

Bit rate: The bit rate determines the memory requirement of the completed video. The amount of data available can be used differently for different display modes. 20 MB can be 4 seconds of DVD Video or 5 minutes Internet streaming at the thumbnail size. The quality of an MPEG video is measured by the width of the created data stream, the bit rate. This is the amount of the transmitted data per time unit; it is stated in kBit/s or bit per second.

Quality: Determines the quality of the encoding process. The higher the quality, the better the finished video will look; however, encoding will take considerably longer. The preset value of 10 is a good compromise between speed and quality.

Smart rendering: With Smart Rendering you can considerably reduce the encoding processing strain for MPEG files. With the production of MPEG files, only those parts of the movie that were changed in the www.magix.com

program (e.g. by video cleaning or effects) are re-encoded. Please note: The MPEG files contained in the movie must have the same format, i.e. the bit rates (variable or constant), audio formats, image resolutions and video formats **must** match.

Quick, GOP-precise copying: This special mode of Smart Rendering enables MPEG material to be transferred without having to encode it for the target medium, thereby increasing the encoding speed manifold. The video material cannot appear to have been altered in any way, only hard cuts (without fades) are permitted. These won't be executed precisely to the frame, but rather take place at the next GOP borders. For this reason, cuts should be set somewhat more generously.

To burn DVDs in original 5.1 Surround Sound (Dolby Digital Audio) without having to re-encode, this option has to be activated.

Conclusion: Displays an overview of all settings of the encoder.

From file: Allows you to rip the necessary settings from an existing MPEG file. This can be useful, for instance, if you want to merge MPEG files together without re-rendering via Smart Rendering.

Video settings

Frame rate: PAL requires 25 frames/sec, NTSC 29.97 frames/sec. Please note: encoding NTSC material as PAL or vice versa may be possible; however, it will result in jittery images.

Aspect ratio: Lets you set the image side or pixel ratio. With MPEG 2 the image format is displayed as image ratio; correspondingly there is 1:1 (square screen, not recommended), 4:3 (regular video) and 2.21:1 (cinemascope). This applies irrespectively of the selected video format.

With MPEG 1 the pixel format is specified instead. There is 1:1, CIR601 (corresponds to regular video) for 625 lines = PAL and 525 lines = NTSC and the same in 16:9. When selecting the output format Video CD the pixel format is automatically adjusted to the selected video format. Use with caution, even if you only want to export MPEG 1.

The option **Auto** is set as default. Here you can adjust the Movie settings (see page 228) accordingly.

Resolution: Width and height of the video corresponds with the settings in the export dialog.

GOP structure: Here you can change the settings of the GOP sequence, i.e. the number of P frames per I frame within a GOP. Please note that the total length of the GOP must not exceed 15 frames, which corresponds to the default setting (1 I frame + 4 P frames + 5×2 B frames = 15 frames). However, you can reduce the length of the GOP sequence (while compromising the image quality at the same bit rate). This speeds up the encoding process considerably as the motion estimation while encoding P and B frames requires high CPU performance. The speed of decoding, i.e. playback, is also increased.

If I frame is set to 1, each frame is an I frame. If the value is set larger, the setting describes the total length of the GOP.

Auto GOP: Closed GOPs do not contain relations to frames from subsequent GOPs. MPEGs where all GOPs are closed, make MPEG editing easier as the I frames only can be edited alone if the GOP is closed. Auto GOP closes GOPs at scene changes, whereby two different and complex procedures ("fast" and "VSCD") are used.

Bit rate mode

In "constant bit rate" mode a bit rate that constantly remains the same is used. This option should be used for Video CDs, as it is only required here. With a constant bit rate the full power of MPEG compression can not be used properly as bandwidth for non-moving scenes is lost.

"Variable bit rate" mode attempts to adjust the available storage space to the requirements of the video you want to encode. The actual bit rate fluctuates around a mean value. During calm sections of the video it may drop to a minimum value, if there are movements in the scene it may rise to the maximum value. There are two different regulation processes (mode 1 and mode 2).

Advanced video settings

MPEG profile and level: The MPEG2 standard defines so-called "profiles" and "levels". For creating SVCDs and DVDs you can use the "Main profile and Main level". The high profile adds additional properties to the data stream, such as the option of displaying an image at a reduced resolution for restricted transmission quality (SNR www.magix.com

scalable profile) or locally scaled, for instance an HDTV data stream on a standard TV set). The 4:2:2 profile is used if the image data is to be encoded for alternative chroma scanning. However, these profiles are only supported by very few encoders, mainly for professional use.

The levels define the restrictions to the image resolution and the maximum data rate. Low level can only reach a reduced resolution (352x288 = CIF), high level or High 1440 enables encoding in HDTV format.

Estimate movement: These parameters are controlled via the quality controller (see General Settings).

Other

Noise sensitivity: This factor defines how sensitive the encoder will react to noise in the source material. If your source material only contains little noise (digital recordings, computer animations or already de-noised by video cleaning), you don't have to change the default value 4, or you can even reduce it in order to increase the quality further. However, if you want to encode noisy material, a too low factor will considerably increase the encoding time without producing higher quality. For an unedited analog video you can increase the factor to 8-14.

Noise reduction (click on noise sensitivity): A noise filter is used which has adjustable settings from 1-31.

Advanced parameters

Additional expert settings are available in the tree to the right of the window. These should only be changed by experienced users. They have been optimized for general applications to such an extent that alteration is only necessary in exceptional cases.

Audio settings

Typ: You can use MPEG Layer 1, 2 or PCM (WAV) audio. Select "No audio" in the export dialog.

Mode: You can use Mono, Stereo, Joint Stereo or Dual Channel. Mono and stereo are obvious, Dual Channel enables encoding of two mono tracks (e.g. different language sound tracks) you want to toggle during playback. Joint Stereo is an optimized stereo encoder which takes advantage of the fact that the signal of both stereo channels is

largely identical. Use Joint Stereo if you can only use small audio bit rates but still require a stereo signal.

Bit rate: Here you can set the bitrate of the audio signal. The higher the bit rate, the better the playback quality. VCD requires 224 kBit/s, you can freely select the bit rate for SVCDs or DVDs.

Sample rate: You can set a sample rate of 32, 44.1 or 48 kHz for the audio track. VCDs and SVCDs require 44.1 kHz, DVDs require 48 kHz. To reduce the amount of audio data it is preferable to reduce the bit rate instead of the sample rate.

Appendix: Quick movie course

MAGIX Video deluxe 2007 is a virtual movie production studio full of recording and editing technology. However, in addition to great technology, you also need some fundamental cinematic techniques. This course provides an introduction, some tips and some production basics to get you started.

Idea

In the beginning is the big idea. It can be a position, a description, a concrete statement, a topic or a request. Either you discover it yourself or it is received from friends, a company or a sponsor.

Initially, you should ask yourself two questions:

1. Who will see the movie?
2. What is the movie about?

Synopsis and screenplay

The screenplay is essentially the movie in described in print, or a manual with which the movie idea is carried out. The screenplay can be developed either informally or written exactly depending upon topic and seriousness. Amateur filmmakers usually prefer spontaneous filming without a screenplay. The effect of their movies unfolds as they are shot.

Not every movie requires a prepared screenplay. Nevertheless, it is helpful to seriously consider how the final product will look. For this purpose, a short synopsis of the planned scenes and settings can be extremely useful. A synopsis can be developed into a sophisticated screenplay quite quickly. Good screenplays are always in demand, and the best, most detailed, most successful screenplays always begin with the first rough draft.

Cinematic means

If you have the idea and an action draft (synopsis), the next task
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consists of translating fantasy into movie language. That is, you must consider with which cinematic means your movie will be made. The most important cinematic means are:

- Plot and movie continuity
- Camera operation
- Settings
- Scenes and cuts
- Sound
- Title
- Lighting

Continuity

Always keep the interest of the viewer in mind. Wake them up, and carefully steer them to the conclusion. Initially, you can win the viewer's attention with a spectacular entrance. Thereafter, it should be held by logical and conclusive methodology.

The entire movie, however, rests on more than an interesting scenario. Many small sequences within the movie form a more convincing scenario. Always shoot complete actions, with a beginning and an end. Show the driver behind the steering wheel, but also entering the vehicle, its arrival, and the driver stepping out at the destination. Completed action facilitates understanding. Confusion frequently develops from a lack of continuity. Some examples: from:

- Illogical or temporally incorrect scenes (out of sequence): Spectators with umbrellas do not fit in with the sunny weather.
- Scenes that are too short (rule of thumb: scenes under 3 seconds are usually too short)
- Contradictory motives in sequential scenes
- Scene jumping: a person begins in the right of the picture and then in the left half screen, once with and then without eyeglasses etc.
- Too many different pans, which should not to be shown one after the other (unless in the same direction and employing the same speed).

Camera Operation

- Rule number 1: Keep the camera steady! Use a shoulder stand, a one-legged stand or (best) a light tripod with telescopic shots in excess of approx. 25mm focal length to avoid disturbing blurring.
- Change the perspective occasionally! Get used to shooting occasionally from a kneeling or prone or birds-eye view. Children and

animals should always be shot at eye level, the facades of interesting buildings from below.

- Take lots of close-ups (faces, hands, flowers, fruits, posters, street signs, etc.)! Approach your subject with the camera instead of with the telephoto lens.
- Start with a long or medium-long shot, then a full to medium shot, then as many close-ups as possible. Use the "shot/counter shot" model! The bus stop example: Shoot from the outside (the bus drives forwards), then counter shoot from the inside (with the bus driver). The house visitor example: Show only the visitor from the outside as he stands before the door ("shot"), and then the visitor from the inside, as he enters through the door and closes it ("counter shot").
- Consider cinematic solutions for time or location changes! Create transitions of location and use, or example close-ups, to bridge gaps in time.
- Do not use separate camera movement cuts together. Pans or zoom shots should be always separated from each other by shooting from different perspectives.
- Use facial close-ups from different angles during dialogs. Take up different camera positions! The camera angle should vary by at least 45 degrees.
- Change field sizes more frequently when shooting buildings.
- Use cuts as the actors move. The viewer is diverted by the movement and hardly notices the cut.
- Use harmonious cuts and avoid jumping to new scenes.
- The less movement shot from a single perspective, the shorter its length should be. Rapid movement shots can be longer.

Field sizes

How much of a person or object we see on screen is determined largely by the field size adopted when shooting movie. Central to the way the viewer perceives your movie is the impression you give of the distance between camera and object. The viewer tends to refer back to his everyday experience and transfers it to the movie. If the viewer sees a facial close-up, he or she knows that the face is close proximity, if people are seen as small figures on the horizon, it is obvious that they are distant. We have divided shots between extreme proximity and extreme distance into eight categories:

Very long shot

This field size does not deal with details: Frequently used at the beginning or conclusion of an action sequence to mediate atmosphere, landscapes, sunsets, skylines and other "broad" motifs

are typical. Westerns often use this technique, with dust clouds on the horizon, or heroes departing towards the sunset. This symbolic representation is frequently strengthened by music.

Long shot

The long shot gives the viewer an overview of what's happening and provides orientation. It is action-based.

A long shot of a house followed by a person in a room informs the viewer where the person is. This technique can be reversed with the same effect - from the close-up detail to the long shot. Both work as preparation for a jump in time or location.

Long shots contain more details, and should therefore last a little longer than other shots.

Medium long shot

The distance from the spectator is still quite significant in the medium long shot. It shows people from head to foot and allows the viewer to follow their actions entirely; body language can easily be seen, but not facial expressions.

Full shot / Medium shot

These two field sizes differ only slightly. The medium shot shows people from the knees up; In the case of the standing actor, the lower frame passes through the waist. Medium shots are frequently used for the tight presentation of two actors. There is space for hand gestures to be seen.

Medium close-up

This is the classic TV moderator shot, from the chest up. Facial expression can clearly be discerned.

Close-up/Big close-up

Close-ups show a fairly small part of the scene, such as a character's face, in great detail so that it fills the screen. Close-ups show the head and shoulders. Big close-ups show the forehead to chin.

Close-ups focus attention on a person's feelings or reactions, and are sometimes used in interviews to show people in a state of emotional excitement, grief or joy. In interviews, the use of big close-ups may emphasize the interviewee's tension and suggest lying or guilt. Big close-ups are rarely used for important public figures. Note that in western cultures the space within about 60 cm is generally felt to be private space,

Scenes & Cuts

Multiple recordings of the same scene

Show your motif from as many angles as possible! Then you have greater choice to make an interesting picture sequence on the PC. Show both the driver and the car being driven. Show not only the speaker, but also the listener and their reactions, and then combine the different aspects of the scene.

Panning

Pans usually last around 2-4 seconds. There are two types of panning technique:

Following pan: The camera swivels (in the same base position) to follow a moving subject. A space is left in front of the subject: the pan 'leads' rather than 'trails'. A pan usually begins and ends with a few seconds of still picture to give greater impact. The speed of a pan across a subject creates a particular mood as well as establishing the viewer's relationship with the subject.

Surveying pan: The camera slowly searches the scene, and may build to a climax or anticlimax.

Zoom

When zooming in, the camera does not move; the lens is focused down from a long-shot to a close-up while the picture is still being shown. The subject is magnified, and attention is concentrated on details previously invisible as the shot tightens (contrast tracking). It may be used to surprise the viewer.

Zooming out reveals more of the scene (perhaps where a character is, or to whom he or she is speaking) as the shot widens. Zooming in rapidly brings not only the subject but also the background hurtling towards the viewer, which can be disconcerting. Zooming in and then out creates an ugly 'yo-yo' effect. Zooming should be used economically.

Transitions

Transitions lead one scene into another and may produce tension. Transitions can also transport meaning, such as the passage of time. Blending two scenes instead of using a "hard cut" can sometimes be effective, but overuse should be avoided. Be economical with this device.

Transitions can be divided into three types:

- Action-based, whereby the transition remains within the scene
- Neutral (such as a close-up of a nearby object), or
- External, which shows something entirely unrelated to the scene.

Cuts

Cuts are the simplest and most basic joining of two shots; the abrupt transition between one shot and another without any intervening device or effect; generally considered the most direct possible transition, either between scenes, or between angles within a scene; sometimes called an edit.

Cuts can convey meaning, such as a change of location or of time. Poor cutting confuses viewers.

There are many types of cut. We have listed several cuts that are frequently used:

Motivated Cut: Cut made just at the point where what has occurred makes the viewer immediately want to see something that is not currently visible. A typical feature is the shot/reverse shot technique (cuts coinciding with changes of speaker).

Jump Cut: Abrupt switch from one scene to another which may be used deliberately to make a dramatic point, such as two autos approaching a junction from different directions.

Associative Cut: We see a man playing the lottery, and in the next scene, we see him buying an expensive auto. Get it?

Cross Cut: A cut from one line of action to another. Also applied as an adjective to sequences, which use such cuts. Instead of showing us the blood and pain of birth, we are shown a flower bud blooming.

Mise-en-scene: Also known as the "Contrast montage". Meaning is conveyed through the relationship of things visible within a single shot (rather than, as with montage, the relationship between shots). Space and time is preserved as much as possible, editing or fragmenting of scenes is minimized. The way people stand and move in relation to each other is important. Long shots and long takes are typical.

Formal Cut: Several shots with aspects in common are shown together. A football and the planet earth, a red rose and a red dress, etc.

Sound

The careful organization of sound with original recordings, songs, mood music, commentary or background noise play an important role in movie, helping to create a whole new layer of meaning.

Narration

Short, informative narration is often very helpful for the viewer. The voice should sound natural, so try to avoid reading of from a sheet.

Compelling use of narration should not to simply duplicate the information the viewer already sees, but should add something new such as emotional content or background information.

Original sound recording

Sound should never be cut off completely from a video - without sound; movie is usually sterile and less authentic. Commentary should be blended in such a fashion that the original sound recorded with the movie can still be heard. However, unwanted background noises should be faded out (such as strong wind or airplanes).

Music

Never underestimate the effect of music in movie. It is often crucial for invoking emotion, and adds the final touch to your movie. The music selected should be "fit" with the movie.

Captions

Captions, like commentary, add another layer of meaning to movie. They should also be interesting and informative, and not divert the viewer from the action. Here a few tips for using text with movie:

- Titles should be short so that the text on view can be read?
- Titles should be written in large, legible letters. Rule of thumb: Faded in text size should be readable twice. The following color combinations of background and text are legible: White/red, yellow/black, white/green. Caution - white text on black background: Some systems bear no strong contrasts over 1:40 and cannot represent such text in detail.
- Titles should be faded in long enough to be read. For text with 10 letters, one should allow approx. 3 seconds. For every 5 letters that follow, allow an extra second.

One more tip: You don't always have to enter your text by hand in
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the text editor! Natural text that appears on street signs, billboards etc offer many interesting possibilities...

Lighting

One of the main differences between a professional movie and an amateur video lies in the lighting. You can never spend enough time and money getting it right. However, good results can be achieved with some thoughtful improvisation.

Filming on set (interior)

Light sources

Interior filming can never have enough light. Professionals often illuminate their scenes with 10,000 Watts and more. An ambitious amateur usually fails to match this level simply because the already because the plug sockets do not carry such power.

Do not mix daylight with artificial light! movie a person once with the light from a window, and again from an artificial light source. The resulting difference is striking. Being able to reduce this effect by using a blue filter to stretch (blue foil or like). Often it is simpler to pull the curtains and just use artificial light.

Amateurs often use cheap halogen construction-site floodlights. Fluorescent tubes are more recommendable, since they have good luminous efficiency, and employ less power and generate less heat. In addition they produce very vague light that does not dazzle - faces illuminate well. Illumination can be increased using mirrors.

Floodlighting: Floodlighting is the difficult art of positioning sources of light suited to the camera. In principle, three types of light source are used: leading light, supporting light and backlight.

Leading Light: The leading light always represents the main source of light. One should position it in such a way that it does not pose questions for the spectator such as, "why does the light come from the left when the windows are on the right?"

Supporting light: Depending upon the angle of lighting, unnaturally hard shadows may appear on faces and objects surface. To balance the light to create realistic shadowing, the so-called fill-in light is used, usually positioned on the other side of the camera to the leading light

Backlight: Lights the object from behind, creating a romantic halo around figures. Be careful not to shine the backlight directly into the camera.

Shooting on location (exterior)

Because you must adapt to the given lighting conditions it's important to keep the time between the first and last shot of a scene as short as possible.

Strong sunlight shadows can also pose a problem. Since floodlights are less effective on sunny days, reflectors are used to increase illumination. In effect, these are large plates of crumpled aluminum foil. They require no electricity, perfect for low-budget filming

Suggestions

We are almost at the end of this short course, and have now come full circle: the initial idea. What works well for movie? Here are a few suggestions:

Portraits

Everything can become the motif for a portrait: People, animals, plants, companies, associations, organizations, cities, villages, building, rivers, landscapes, lakes...

Personal portraits: The main aim is the move the everyday life of a person into the foreground. Show in sequence what this person does during a typical daily.

Or select a characteristic activity as a leitmotif. Does the person being portrayed have an interesting hobby, a failed occupation, or an unusual project?

Company portraits: There are several criteria you could use:

- From the view of an employee, showing their typical routine.
- The way a product is forged from raw material through the production process.
- A company cross-section, showing vignettes with scene transitions from each departments

Urban portraits: Town and city portraits are particularly popular, and can be constructed in a variety of ways:

- From the view of a resident or tourist. This person experiences the

city from his or her own view. The advantage of this method is that you automatically have a main actor to grab the attention of the viewer.

- The daily routine: the city awakes, sunrise over the roofs, people on the way to the work, traffic, nightlife....
- Individual episodes, small stories from the city. This movie shows the independent action of inhabitants in different parts of the city.

Landscape portraits: Landscape portraits too can be constructed in a number of ways:

- Episodes from the view of a wanderer experiencing the landscape. Again, you automatically have a main actor to grab the attention of the viewer.
- Boat travel: a boat navigates a river. A second boat would be useful for external perspectives of the boat.
- Seasonal change. In spring a cloud break pours into the forest. Rivulets collect and find their way into a summer landscape. Calm water flows by an autumn landscape and the lake lies frozen in winter.

Family movies

Children: If one first succeeds in interesting them, children are the best actors because they often forget the presence of the camera. The most useful device is use of the close-up. One avoids scene-jumping with close-ups of the face, hands or even toys.

Family events: The gray routine is interrupted now and then by events, which can be worth filming:

- The new vehicle: Each new purchase provides fresh movie material.
- Domestic animals: the dog being bathed, the cat being stroked, the aquarium being cleaned...
- Parties: Birthdays, Christmas these are unique events that allow you to catch family members all together.

Travel movie

For travel movies, it is difficult to write a script in advance: Surprises are unforeseeable and make both the journey and the movie interesting. Make a note of what you filmed! Such a list helps prevent filming something twice. Decide beforehand whether the movie will be constructed chronologically, thematically or dramaturgically.

- Chronological travel movie. The travel movie concentrates on the route and is driven by the sequence of the journey. At the beginning, show a map and describe the route.

- Thematic travel movie. Certain objects or conditions during the journey are more important than the route.
- Dramaturge travel movie. With this variant you blend an invented story into the travel movie.

Reporting

Reportage differs from documentation due to the operation of the camera. The problem with reporting: If an important instant is missed, it does not return. With the report one must remain "on the ball" and should deal more generously with the recorded material.

There are many motifs suitable for a report. You do not need a movie script, but you do need a gift for observation. Reports work best when they are original, dynamic and up-to-date. A few suggestions:

- Driving. Make a trip with the camera! A companion could be the support actor.
- On the train station. Trains arrive and pass by. People step out, luggage is transported. People welcome each other or part ways. A queue forms at the ticket booth. Close in on individuals and faces and break through the anonymity of large travel hubs.
- Window shopping. The roads and shop windows of a city can deliver beautiful motifs for movie. A polarization filter is helpful.

Wedding movies

Some wedding movie tips:

- Careful preparation is important.
- movie the church from the outside (long shot) to present the place of the action.
- Make close-ups of the waiting guests before the church.
- movie the couple on the way to church
- movie the couple from the front. You could start with a church window and pan to the couple. The whole church scene should not be too long.
- In the evening, the merriment acts as a good motif: Gags, verses, presentations or unexpected incidents. Don't forget to return your attentions to the couple and their guests.

If you still have questions...**Task Assistant**

The Task Assistant is your information center. It helps you complete
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your tasks and provides support at every step. Not only will you find clear videos with step-by-step instructions , you also find quick access to lots of functions.

The Task Assistant chapters can be found in the "Tasks" menu.

Program Help

The program Help contains hints on how to use the program and lots of additional information. It's available to you at all times in the program. You can search Help using keywords and cross references.

Homepage: The main Help page can be accessed via the "Help" > "Contents" menu point.

Context Help: Press the "F1" key on your keyboard at any point in the opened program and Help will open with the matching Help topic (context help).

PDF manual

Much like the program Help, the electronic manual (PDF) contains the entire program documentation. You can find it under "Start menu" > "Programs" > "MAGIX Video deluxe 2007" in the subfolder "Documentation".

Note: To view the PDF file, you will need the "Adobe Acrobat Reader" application, which you can download for free from the manufacturer's homepage if it is not yet installed on your PC.

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